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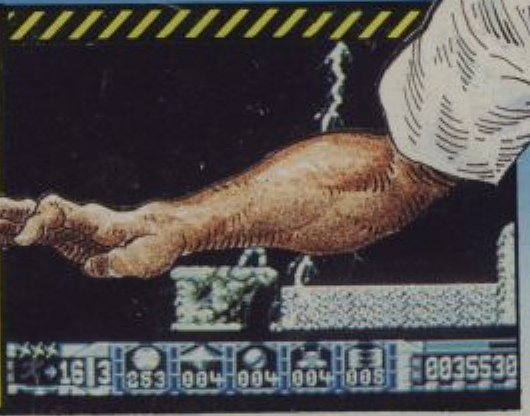
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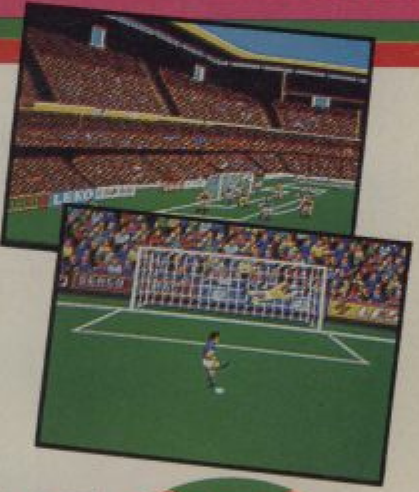


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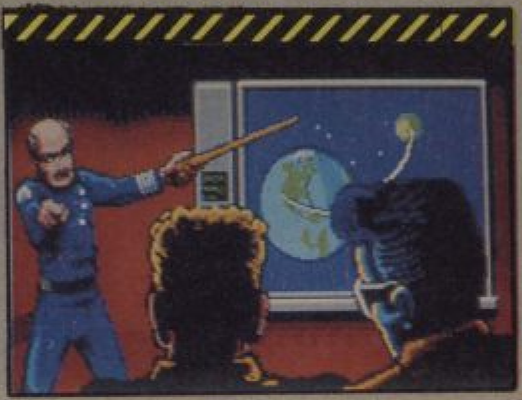
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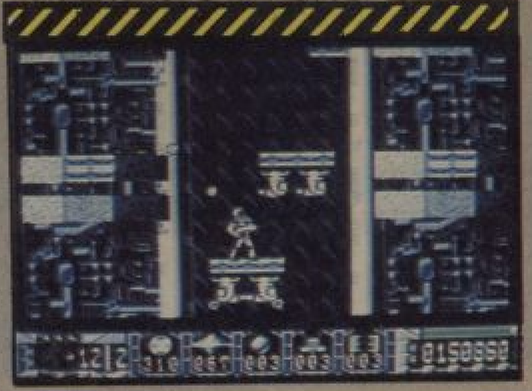
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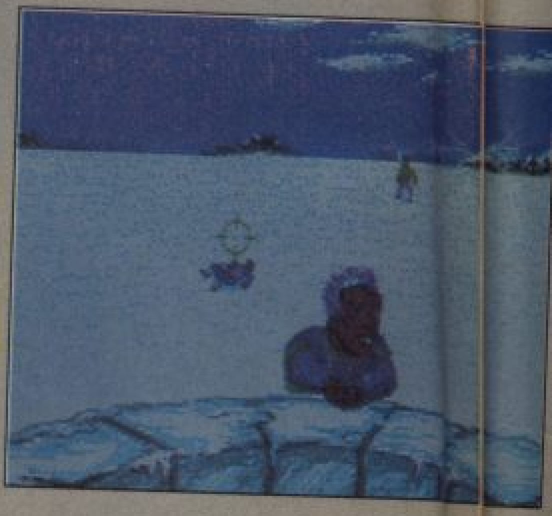
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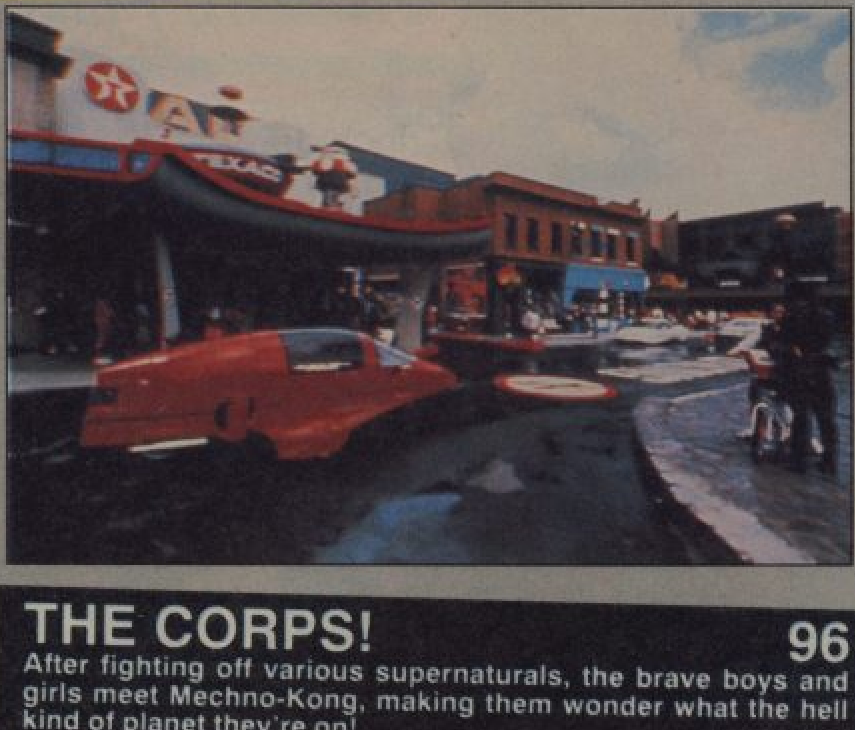






CONTENT





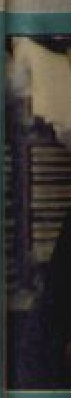


BIG THANKS
Thanks this month to Console Quest of Eastbourne (0424 7 8961) and PC Engine Supplies of Stoke (0782 712759) for being very kind and supplying us with all our PC Engine and Megadrive software

EDITOR: Julian Rignall ART EDITOR: Andrea Walker DEPUTY EDITOR: Paul Glancey STAFF WRITER: Paul Rand AD MANAGER: Nigel Taylor DEP AD MANAGER: Johanna Cooke SALES EXEC: Tina Zanelli PRODUCTION ASSISTANT: Glenys "Teddy" Powell PUBLISHER: Graham Taylor
SUBSCRIPTION ENQUIRIES: C+VG Subscriptions, PO Box 500, Leicester, LE99 0AA. TEL: 0858 410510. EDITORIAL AND ADVERTISEMENT OFFICES: Priory Court, 30-32 Farringdon Lane, London EC1 3AU. TEL: 01 251 6222. FAX 01 490 1095.
PRINTED BY: KINGFISHER WEB LTD, FENGATE, PETERBOROUGH
COLOUR BY: PROPRINT, LONDON E13
TYPESET BY: JAZ AND FRIENDS ON ONE HECK OF A BIG PRINTER
DISTRIBUTED BY: BBC FRONTLINE



EDITOR: JULIAN "SOLO" RIGNALL
Once an Imperial Navy commander, Julian became a smuggler until his involvement with the Rebellion. After playing a part in the downfall of the Empire, he abandoned the Millennium Falcon to take the helm of C+VG.





TS

MEGA COMPS









THE OTHER STUFF

REVIEWED THIS MONTH

MAY 1990 No.102

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ART EDITOR: ANDREA "LEIA" WALKER
The spunky ex-senator of Alderaan finds arranging C+VG's pages less harrowing than being chased by stormtroopers on speeder bikes, but when in need of inspiration she can still be heard to cry, "Help me Obi-Wan!"



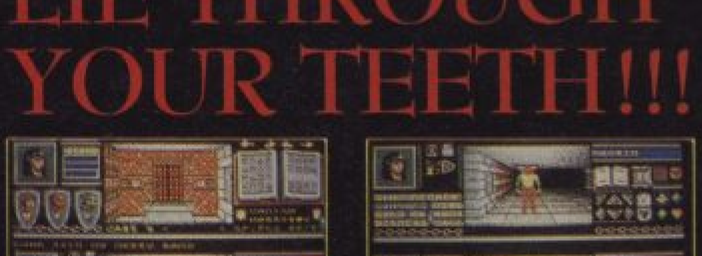
DEP EDITOR: PAUL "LUKE" GLANCEY
Though a little short for a stormtrooper, Paul has harnessed the limitless power of The Force, and now uses his mysterious capabilities to write captions, take screenshots and choose ties.



STAFF WRITER: PAUL "LANDO" RAND
Gambler, card player and scoundrel, Paul led the successful assault on the Death Star and the C+VG games room has resounds to his war-cry of "Here goes nothing!" ever since.



ARGUE! BARTER! LIE THROUGH YOUR TEETH!!!



Atari ST Screen Shots

Amiga	£24.99
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Amstrad CPC (tape)	£9.99
Amstrad CPC (disc)	£14.99
Commodore 64 (tape)	£9.99
Commodore 64 (disc)	£12.99

As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst – from one of many races he has come. His task; to halt the demon that lies dormant within the Castle of the Bloodwych.

Unification of the Crystals of Sanguis will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate – even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!

REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different *criteria:*

GRAPHICS
Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND
Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE
Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

PLAYABILITY
This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL
The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+
A C+VG HIT! An outstanding game that shouldn't be missed.

70-85
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69
Average to fairly good. Could still appeal to fans of the genre.

40-55
Below average to average. Generally a disappointment.

15-39
Generally a poor game that mightn't even appeal to the most ardent fans.

14-
Ugh! Binary sewage that's guaranteed to make your computer throw up.

THE REVIEWERS

JULIAN RIGNALL
C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY
He loves games requiring brains, but doesn't mind the odd blaster.

GORDON HOUGHTON
Ex-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.

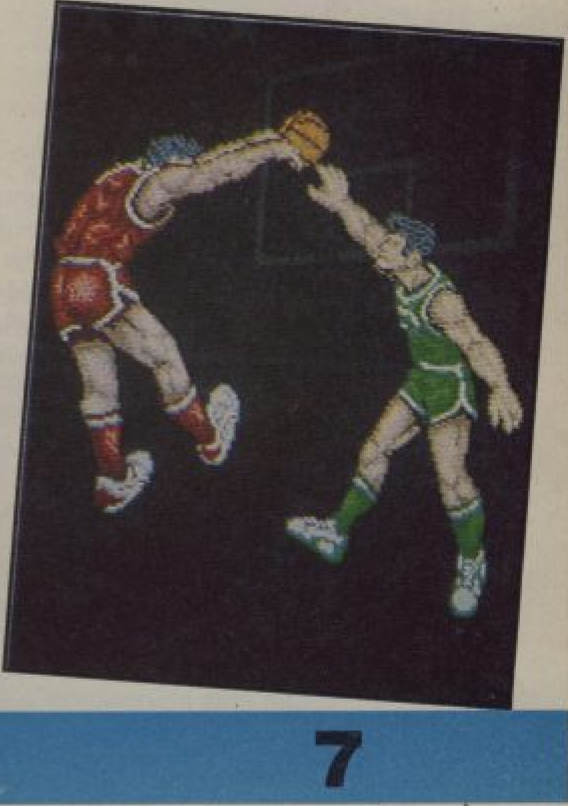
PAUL RAND
An easy-to-please gamer who likes all sorts of computer games.



REVIEWS



C+VG HIT! REVIEWS



NEWS



BRAVE NEW WORLD

The hottest, and possibly the most powerful console yet is just about to hit the streets! Coin-op giant SNK (the folks who brought you the gun-toting hits Ikari Warriors and Guerrilla War, to name but two) are ready to launch the Neo Geo (New World) - and that's just what it is!

The console's slimline, black casing hides a collection of 16 and 8 bit processors, together with a stack of custom sound and graphic handling chips, which work together to produce some of the most awesome games to be played at home. What's more, the Neo Geo games cartridges are capable of storing staggering amounts of data, up to - wait for it - FORTY megabytes!

INANE PROMOPIX No 1



Our first Inane Promopic of the month is this portrait of the Impressions team who are about to launch a strategy game based on the Battle of Rourke's Drift during the Zulu wars of the last century.

The game is due out "soon", but if you want to know a bit more about the subject, either get yourself down to the video shop and pick up a copy of the film Zulu (starring Stanley Baker and Michael Caine in his first celluloid excursion) or be the first to send in the title of the second film in the Zulu series and you could win a copy of the VHS video to keep for always. Send your entry on the back of a postcard to: WARP ONE MR ZULU COMPO, C+VG, PRIORY COURT, 30-32 FARRINGDON ROAD, LONDON, EC1R 3AU.

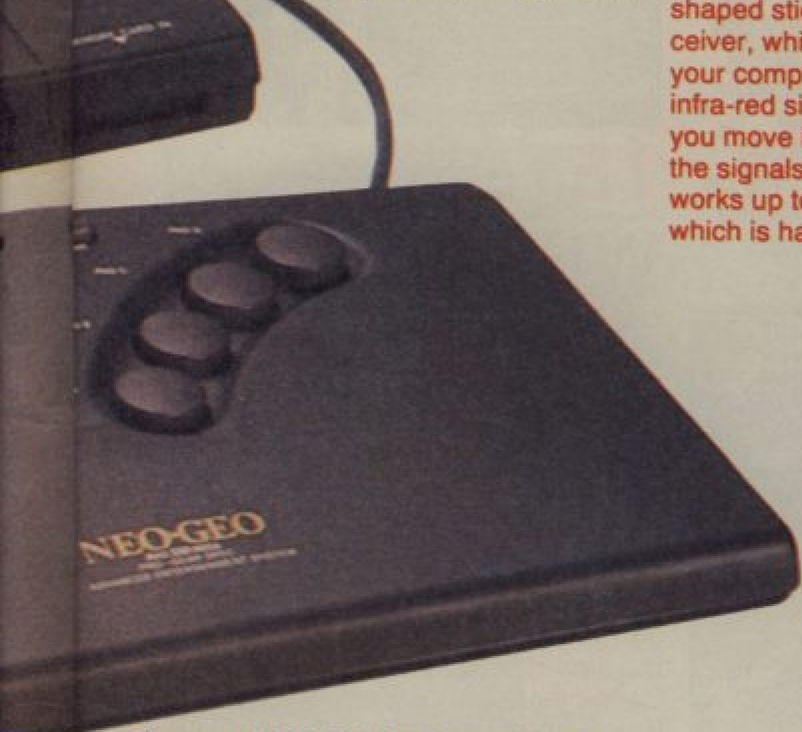
INANE PROMO

The second gormless promo shot of the month comes from that source of many an odd pic, Domark. Here we have Dom 'n' Mark with Incentive's Big Cheese, Ian Andrew, cavorting outside Fulham Palace Church (site of the priest-spearing scene in The Omen) to



Just think of the games you'd be able to play with a cart that size!!!

But don't get too excited yet, because the cost of this equipment is a tad higher than yer usual console gear. For the console itself, we're talking a tenner off three hundred quid. And if you think that's expensive, what about the software, which comes in at a weighty £140 - not that much cheaper than a PC Engine! SNK are optimistic, however, and predict first year sales



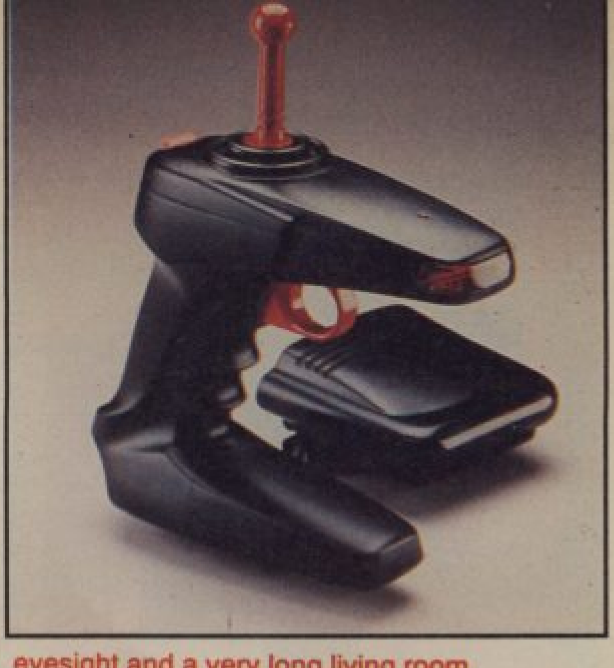
figures of 300,000 for the machines and 1.2 million for carts. The Neo Geo is being launched in Japan this month, and no doubt one or two mail order firms will have their hands on a couple of machines by mid-Spring, so start saving your pennies or get searching for a leprechaun.

OMOPIX No. 2

publicise their collaboration on the production of Castle Master (reviewed on page 86 of this very issue!). We're considering making the Inane Promopix slot a regular feature, so, publicity-seeking softcos, get snapping!



NO STRINGS ATTACHED



Infra-red joysticks are nothing new (there was an absolute stack of them launched years ago - none of them worked particularly well though) but this latest attempt from Spectravideo could be a winner.

The Spectravideo IR Infra-red Joystick comes in two parts - the pistol-shaped stick itself and the infra-red receiver, which you plug into the back of your computer. This box picks up the infra-red signals sent by the stick when you move it and translates them into the signals the computer expects. It works up to a distance of 30 feet, which is handy if you have very good eyesight and a very long living room.

The joystick is compatible with most computers equipped with an Atari style D-plug and it will be in the shops by the end of April, costing £39.95.



SEGA MASTERS

Why are these people smiling? Well, the four in the front are the finalists of Sega's nationwide search for the top Master System games players. On March 9th, the fortunate foursome were shipped down to Gatwick Airport for a final playoff aboard a Virgin Atlantic 747. After heated bouts of World Grand Prix, California Games and R-Type, Paul Fawson (on the left) emerged the victor. Still, no-one went away empty handed, as all four were then flown over to New York for four days of sightseeing and stuff (there are a lot of fours in this news story aren't there?)

And the four folks in the back row? Well, they're all Sega employees who are obviously smiling because they got a four-day freebie in New York (jammy bleeders).

A-MIGA-DRIVE LATEST

We've had an unbelievable amount of letters and phone calls over the past month about the fantastic new A-Migadrive converter, so we decided that it's time to come clean...ha ha, FOOLED YOU! Didn't you check the date on the cover?

In case you're wondering, here's how you can build an A-Migadrive of your own, so mums and Sega executives, leave the room now. Take a Japanese-to-UK Nintendo cartridge converter, and place the two plastic bits on top of each other to make it look bulky and realistic. Then rip the label off a handy Megadrive cartridge (you may need an adult to help) and balance it in the Nintendo converter. Run a Centronics printer cable between the converter and the underside of the Amiga, then photograph the whole thing with the Japanese instructions on the Megadrive cartridge facing the camera (always assume that the majority of your audience can't read Japanese). Then, hey presto - a breakthrough in technology! Or not, as the case may be.

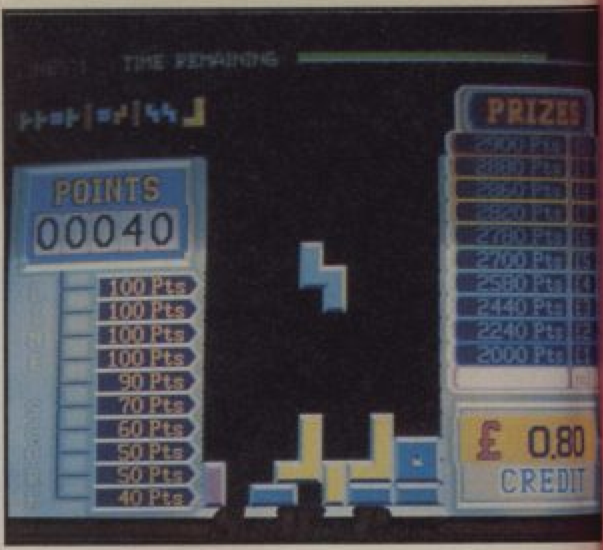
But what about that screenshot showing the converted TV Sports Basketball? First, we expanded the screen using the little knob at the back of our 1084 monitor, then fiddled about with our dodgy SCART lead so that the colour changed. And there you have it; one enormous stitch-up on your part, and one gigantic giggle for us lot - nice idea though, isn't it!

NEWS

SEGA SLASHES

All you moaning minnies who whinge about the price of Master System software being too high, take heart - in an unexpected move, European distributors Virgin Mastertronic have announced a range of price cuts on their older and crustier carts.

For the measly sum of £9.99, you can pick up Enduro Racer, Ninja, Rescue Mission, Super Tennis, Teddy Boy and Transbot, while for three quid more you can get Action Fighter, Aztec Adventure, Fantasy Zone, Global Defence, Secret Command or World Grand Prix. All these new prices will be in effect right now, so stick a knife into your piggy bank and rake out those coppers doubleplusquick!





TETRIS WHILE TIPSY

Good news for all fans of the classic puzzle game Tetris - it's been turned into a prize-giving pub machine!

There are two different modes - practice and "real". The practice mode costs 20p and lets you play an easier version of the main game. You can't actually win any dosh in this mode, but stick 50p into the coin slot and it's time for some fast-moving, brick slotting fun and games - well, very fast-moving! But then, what do you expect? Money for nothing? (Chicks for free? - Ed) As Brucie would say, points make prizes, and the higher your score, the more cash you collect, up to a top payout of a tenner!

BUNDLES OF FUN

Now that the STE is on the shelves at £399.99, Atari have decided to lop a hundred quid from the price of the common-or-garden 520 STFM. The Discovery Pack, contains an ST, a tutorial disk, a copy of ST BASIC, the powerful Neochrome art package, games designer STOS, a book called Discover Your ST (that's in case you can't find it in the box - hur hur) and a load of top games.

Commodore, too, are currently into bundles. From mid-April, you'll be able to pick up an Amiga 500 attractively packaged with a copy of Deluxe Paint II and three top-quality new games - Rainbow Islands and F-29 Retaliator from Ocean, and Domark's Escape From The Planet Of The Robot Monsters. The "Flights of Fancy" package weighs in at 399.99, but those superb games certainly make it a tempting purchase.



MINDSCAPE CONSOLE THEMSELVES

Those lads and lasses at Mindscape have all got big, cheesy grins on their faces at the moment - they've just become the first third party company to be allowed to flog Nintendo cartridges in Europe!

The deal is set to make the company an absolute stack of cash, and it kicks off with conversions of the Atari coin-ops Paperboy and 720. These two will be followed by a host of others in the coming months, one of which will be a game based on the firearm frolics of "Dirty" Harry Callaghan, the Magnum-packing copper made famous by Clint "Make My Day" Eastwood, and another a game based on the series of Mad Max films. We wait with baited nostrils.


CLOUD KINGDOMS
LEMON
THE GAME WITH WITH THE FIRST INJECTION-MOULDED, EIGHT-WAY ROLLING, RUBBER-BOTTOMED SOFTWARE HERO!
When Terry's magic crystals are stolen by Baron von Bonsai and taken to the land of Cloud Kingdoms there's only one thing to do! He climbs into his super-giant green skycopter and sets off to rescue them. There Terry searches each kingdom collecting the crystals as he goes - but things aren't that easy.. along the way he encounters the Giant Rolling Eightballs and the Bad Insect Monsters...
Cloud Kingdoms is addictive arcade action all the way! Each of the 32 levels are totally different - explore them all and delight at the stunning graphics, sound effects and compulsive joystick twitching gameplay. This is one game you just wont' be able to switch off!!
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★ COLLECTABLES ON EACH SCREEN - PICK UP DIAMONDS, FRUIT, FLOWERS, KEYS, TREASURE CHESTS ...
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NEWS



EVEN MORE DANGEROUS

If you were a fan of Microprose's teeth-grinding platform game, Rick Dangerous, you'll no doubt be pleased to hear that the original authors, Core Designs, are currently working on the follow up, set in space, which is due out during the summer.

In the meantime, if you were having difficulty with the first Dangerous installment, you may be pleased to hear that, for a nominal fee, you can now trade in your original copy for a reprogrammed Rick which lets you select your starting level and also has the difficulty knob turned down a notch. Contact Microprose on 0666 504326 for full details.

COMPILATIONSVILLE

How often have you wished you could hit a home run on the local baseball diamond, then drive your Porsche down to Cape Kennedy, hop a flight to the moon, then get back just in time for a round or two of Crazy Golf? Loads of times, we bet. Well, this new compilation lets you (sort of) do just that. Accolade's All Time Favourites includes Test Drive (reasonable race-around-a-mountain-in-the-fast-car of-your-choice simulator), Hardball (nifty baseball simulator), Mini-Putt (jolly seaside pastime simulator) and Apollo 18 (excellent moonshot simulator). It's out now on PC and C64 disk for £29.99 and £14.99 respectively.

COMPILATIONSVILLE II

Also new on the compilation scene is Electronic Zoo's Top 20 Solid Gold pack, which comprises 20 old C64 games for £14.99. The games are (deep breath): Top Fuel Challenge (dire drag-racer game), Richard Petty's Talledega (mediocre driving game), Motor Mania (another mediocre driving game), Time Tunnel (tragic arcade adventure), High Noon (jolly cowboy shoot-out), Aztec Challenge (very strange, but playable multi-level platform/action/puzzle game), Forbidden Forest (atmospheric 3D shoot 'em up), Delta Man (we've never heard of this one), Slinky (mildly enjoyable Q*Bert game), Caverns of Khafka (odd platform quest), Mediator (never heard of that one either), Fearless Fred (nor this one), Spite and Malice (nor even this one), Legend of Knucker Hole (unusual platform affair), Psycastria (a very poor Uridium clone), Beyond Forbidden Forest (much-enhanced sequel to Forbidden Forest), Chernobyl (intriguing power station simulator), Professor IQ (another one we've never heard of), Grand Master Chess (passable) and Potty Pigeon (wacky arcade adventure from Tony Crowther). The gems just about make up for the duds, which, for 75p each, aren't such bad value for money at all.

COMPILATIONSVILLE III

Empire's contribution to the current epidemic of football fever is a compilation of three soccer games, imaginatively titled The World Cup '90 Compilation. The ST and Amiga collection comprises Microdeal's International Soccer (not so hot), Tracksuit Manager (first rate management sim) and - get this - Anco's blockbusting Kick Off! The 8 bit versions also include Kick Off and Tracksuit Manager, but International Soccer is replaced by the equally weak Gary Lineker's Hot Shots. The packs will be out at the end of April, priced at £24.99 (16 bit) and £14.99 (8 bit).





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BACK TO THE FUTURE PART II

BY IMAGEWORKS

One of the biggest films of last year was Back to the Future II, the further exploits of Marty McFly (Michael J Fox) and Doc Emmet Brown (Christopher Lloyd). Having travelled forward in time to 2015 to influence the lives of his children, Marty buys a sports almanac which contains all the sporting results of the 20th century, the idea being that when he returns to 1985 he can place bets and win loads of money, and thus become very rich. Doc talks him out of this, saying that messing with his destiny is very dangerous, and Marty throws it away.

However, evil Biff overhears this conversation, and while Marty and Doc are busy, he picks up the almanac, steals the Delorean time machine, travels back in time and gives the almanac to his younger self before returning the car to its rightful place.

When Doc and Marty return to 1985 they discover that history has been completely altered and set about the nearly impossible task of making things right...

Sounds like ideal subject matter for a computer game? Imageworks certainly think so - they bought the rights and are currently programming the game of the film!

The action is split into five distinct missions. The first is set in 2015 and sees Marty racing around Hill Valley on a hoverboard being pursued by Biff's son, Griff and his gang.

Outwit them and you're onto level two, a logic puzzle where Marty is trying to get Jennifer out of his future house before she meets her future self!! Mission three is set in 1985 and is a scrolling arcade adventure where you have to find out why history has been changed.

The next mission is a sliding puzzle game where you have to assemble an animated picture of Marty playing at the Enchantment

▼ *The Amiga sliding puzzle (mission four).*

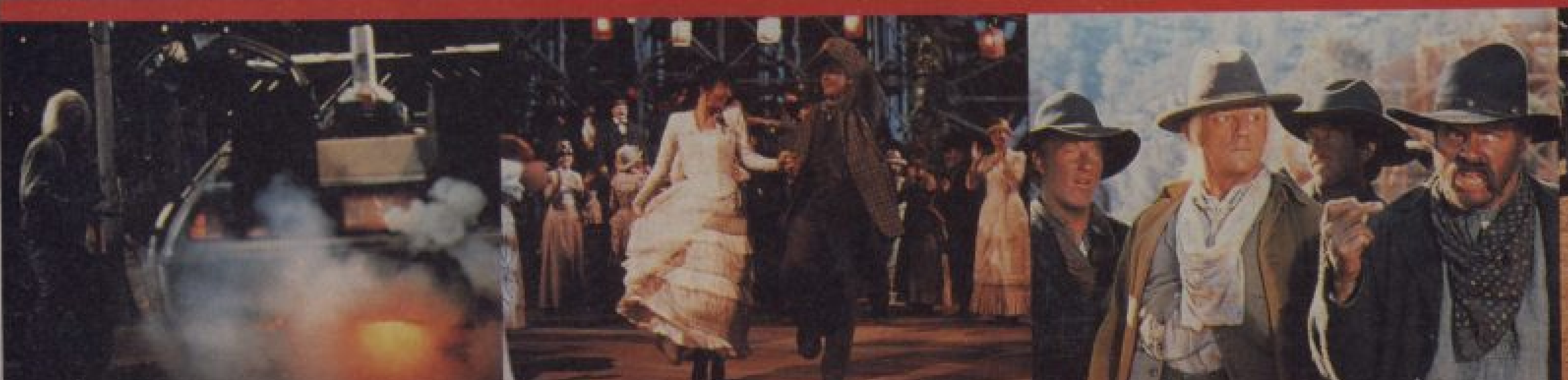


▼ *Colourful hoverboarding on the C64.*

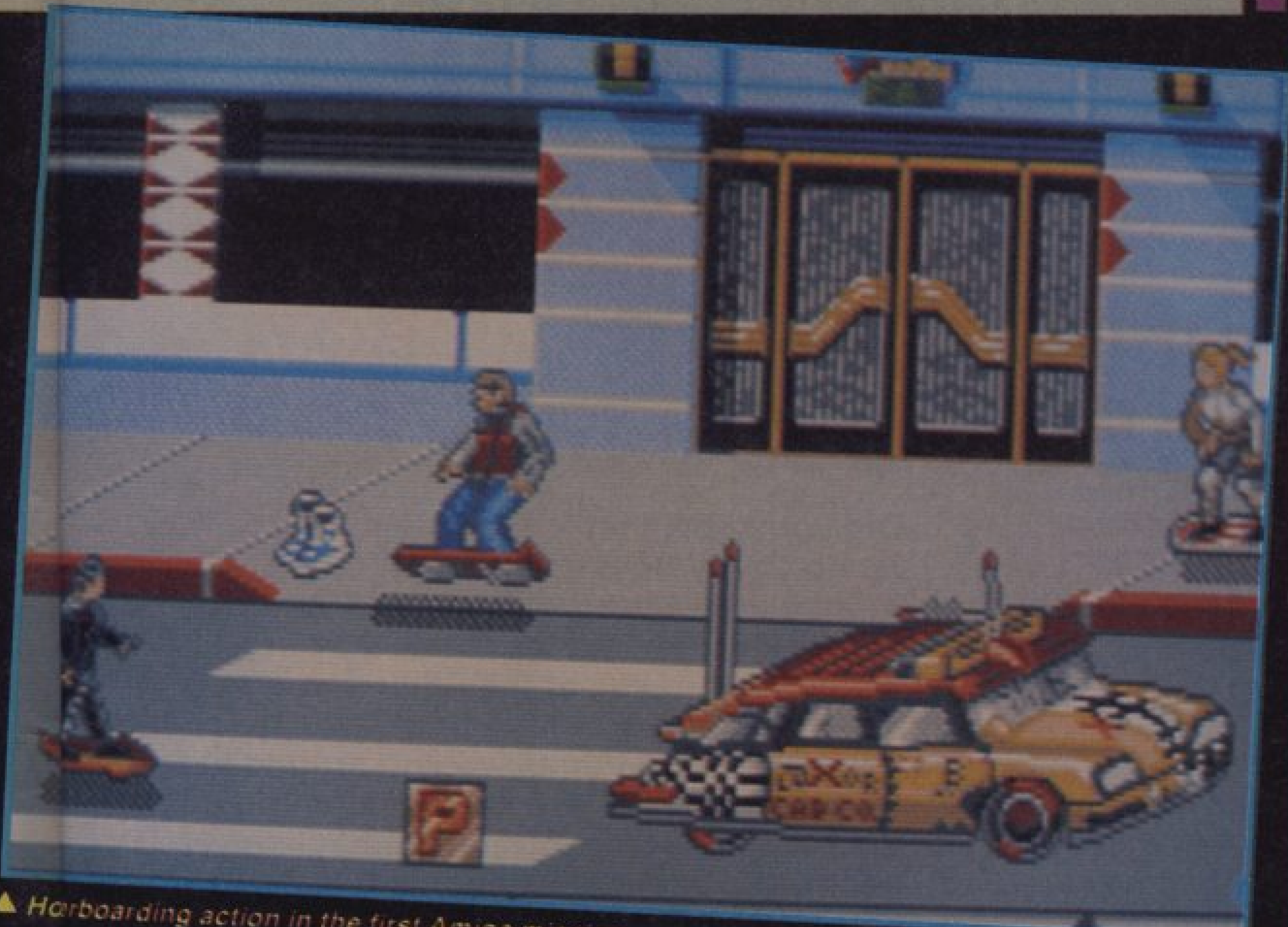




▲Hoverbo







▲ Hoverboarding action in the first Amiga mission.

Under the Sea ball in 1955. Finally, mission five, set in 1955, sees Marty again on his hoverboard chasing after Biff in an attempt to retrieve the almanac - while avoiding the attentions of his marauding gang!

Back to the Future II is out this summer - we'll be reviewing it as soon as it's available.

JULIAN RIGNALL

n the C



▼ Spectrum action as Marty confronts Griff.



BACK TO THE FUTURE III

The final episode in the Back to the Future series will appear in Cinemas this Autumn. Imageworks have just announced that they've acquired the licence and will produce a game based on the film this coming Christmas - we'll keep you posted.

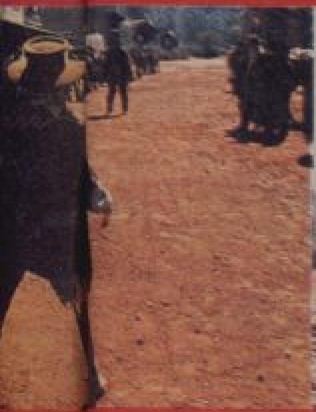
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C+VG HOTLINES

WIN A MEGADRIVE!

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Question: What's sleek, black and desired by beautiful women the world over? Answer: No, not Eddie Murphy - it's that hot little number, the Sega Megadrive. Question: Which is the best, most sexy and up-to-date games mag in the whole world, with one of these much-sought after consoles to give away to one of the lucky callers to our comps hotline? Answer: Well, it couldn't be anyone else but C+VG, could it? Yes, we've got another Megadrive to pass on to one of our readers - and it could be YOU! As usual, it's so darned simple to enter this compo that even as yet undiscovered ancestors of the lost Inca race will know the answers to the questions which can be heard by phoning the special hotline number. But they don't have telephones, so get dialling before God builds them a public phone box!

WIN A PC ENGINE!

0898 555 537

Crikey! Here's something which we haven't given away for a fair few months! It's a PC Engine, the titchy terror with enough power to get an Ariane rocket into space without it toppling over and blowing up. These things are becoming scarcer by the minute, yet we have got our hands on one of these elusive consoles, and guess what we're going to do with it? Yup, that's right, we're going to be ultra-generous and pass it on to one of you lot! Aren't we the nice ones. Yeah, we are. But you'll have to ring the special hotline number, or else you won't know what you have to do. So stick your finger in the hole and jiggle it about NOW.

WIN A GAME BOY!

0898 555 538

Did you know that if you placed 21,674 Nintendo Game Boys end-to-end, they'd stretch a very long way indeed? And did you know that, had the Game Boy been invented at the time of the American War of Independence, it wouldn't have been much use because batteries weren't around at the time? Ah, but did you know that if you ring the hotline number printed immediately above this complete load of old twaddle, you could be in with an absolutely cracking chance of receiving the on-the-move gamer's dream machine? Well, just pick up the receiver, dial the numbers and see for yourself!

WIN A LYNX!

0898 555 539

It's unbelievable! We have, especially for one lucky compo winner, a brand-spanking new Lynx helicopter (as used by the military across the globe) to give away! Complete with all you need to get you into the air, including rotors, cyclic as well as collective control sticks, and a natty black helmet like wot those blokes off the "Rescue" telly series wear... erm, wait a minute, it's not a Lynx helicopter at all. BUT - it's even BETTER than that! It's an Atari Lynx portable games machine, complete with a copy of California Games! So now you can get lost somewhere in the Peak District, and not be at all bothered about being found - at least, not until the batteries run out! If you want to win, ring the number and pray!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT YOUR PARENTS PERMISSION BEFORE YOU DIAL. CALLS ARE CHARGED AT 38P PER MINUTE (PEAK AND STANDARD RATE) AND 25P PER MINUTE (CHEAP RATE). ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES.


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A big, fat, hairy welcome to the bestest letters page in the whole Universe! If you've got anything remotely interesting to say, write to: YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. There's a prize of £100.00 worth of software for the best letter of the month - so get writing!!!



KONSOLE KWESTIONS

Dear YOB,
At the moment I am the proud owner of a Lynx and an Atari ST, but I'm thinking of purchasing a console. I'm split between a Sega Megadrive and a PC Engine, so if you could answer these questions it will help me in my painful, agonising decision process:
1. What are the tech-specs of the two aforementioned machines?
2. Is the CD-ROM for the PC Engine compatible with the SG?
3. When will the Power Console be available here?
4. What peripherals are available for the Megadrive?
5. When these two machines are officially released in the UK, will the bona fide machines be compatible with current "grey" versions available here?
6. I may not be eagle-eyed, but I have not seen many PC Engine CD-ROM games reviewed in your pages lately. Is the CD-ROM a turkey?
Well now I've had my say, it's over to you.
G Shwaites, Streatham, London

YOB: 1. I haven't got enough room here to list everything, but basically the Megadrive has better technical specifications that a PC Engine. 2. Yes - but you have to buy a special interface. 3. Not for ages, and it'll cost over £200! 4. None as yet, but a keyboard, disk drive, modem games link, Master System adaptor and graphics tablet are all in the pipeline. 5. Megadrive - definitely not. PC Engine - we're not sure, but I wouldn't bank on it. 6. No, not at all. CD-ROM games are extremely difficult to get hold of, plus the user base is small - we'd prefer to devote the space to a cartridge game.

GRABBED BY THE GHOULIES

Dear YOB,
This is not a complaint letter, I just want to know if you have any news about Ghouls and Ghosts on the Sega 8 bit. If you do, please please please and please will you inform me.
Daniel Slater, Croydon, Surrey

YOB: Sorry to disappoint, old china - there are no plans for Ghouls 'n' Ghosts on the Sega master System. It's available on the Megadrive, if that helps...

CASSETTES ARE CRAP!

Dear YOB,
I'm writing to complain about a few niggling problems about computer games. Firstly, I'm fed up with faulty games - you spend more time trying to load them than play them! I own a C64 and am using a cassette recorder at the moment (but hoping to get a disk drive soon). Why don't Commodore start selling C64 packs with disk drives only, for around £245.00 or so, and abolish cassettes off the face of the Earth! This goes for all other computers which use cassette recorders too! Games would load much quicker and loading problems would be lessened.
I suppose this is the good thing about console games, and because of this will help the sales of Megadrives and PC Engines etc, when they are officially released. But when are these marvellous machines going to arrive in this country? Another thing which is really irritating is the amount of new consoles and computers coming out - which are you supposed to get? I've just read about a

WHAT DOES YOB PLAY?

Dear YOB,
I'll keep it brief. I have two questions:
1. Why are you called YOB? Were you christened YOB or if it's a nickname, what is your real name?
2. What computer or console do you have? I have a crucial Sega.
R Partis, Daventry, Northants
YOB: My full name is YOB (I was named after YOB the Doc Martened, the infamous Vandal whose marauding hordes swept across 7th century Europe leaving a horrendous trail of broken windows and spray-canned bus shelters)! Ask your history teachers about him. I don't actually own a computer or console - I just use all the ones in the C+VG offices, 'cos they've got EVERYTHING!

WHERE'S TROJAN

Dear YOB,
When on holiday in Cyprus, I played on an arcade game called Trojan. Could you please tell me whether it is available for the Atari 520 ST? If so, where do I get it from, and how much would it cost?
Ben Haywood, Cambridge
YOB: It's only available on the Nintendo, I'm afraid. So if you like it that much, sell your ST!

NO MORE COMPUTERS

Dear YOB,
I think that computers are finished and that consoles are taking over more and more. In the near future there will be no market for computers; software houses will make games only for consoles and ignore the Commodore and Atari computers.
Just look at the consoles that are coming from Japan - there's the PC Engine, SuperGrafx, Megadrive, Gameboy and the Nintendo Super Famicom. From the US we got the Lynx and over here we have the Konix. All the consoles have superb, almost coin-op perfect games that the Amiga and ST won't even get close to.
The consoles are simple to use, just plug in your favourite cartridge and turn on the machine. You don't have to load games onto the consoles, and the best thing of all, you can't copy the games. I've got a PC Engine and I think it's wonderful.
The computer is dead - long live the console
Jonas Eriksson, Alta, Sweden
YOB: Blimey O'flipping Riley, you're risking the wrath of a million computer owners! Strong words indeed - does anyone else have anything to say for or against this subject? I'm staying on the fence...

TO GREY, OR NOT TO GREY

Dear YOB,
When I received the March issue I spotted the Virgin Mastertronic warning on page 99, strongly advising all potential customers against buying "grey" imported 16 bit Megadrives. My mate and I have become very concerned.
We are both puzzled over what "grey" imported means, but have our ideas. I say that it means there are copies of Megadrives that are being illegally produced that are grey. But my friend seems to think that it's a way of importing and that all the mail order companies supply the "grey" imported machines to their customers.
Could you please tell me what it means, and whether my machine is a grey imported Megadrive? If my theory is correct, when Sega Megadrives are finally marketed in England will mine be compatible with the software? And if my Megadrive goes wrong will I be able to have it mended?
Alastair Mellor, Syston, Leicester
YOB: You're wrong, old cheese. "Grey" imports aren't actually grey in colour - they're official Japanese Megadrives modified so that they can be used on British TV sets. Every single Megadrive in Britain is "grey", and they will not be compatible with British software. And if they go wrong you'll have to take them back to the people you bought it from - Sega won't touch them!

AN ACCIDENT

Dear YOB,
Not long ago I borrowed my friend's computer while he went on holiday, but unfortunately tipped Coke all over it. Imagine my dismay when he smashed my face in!
Yours Hospitalised,
I M A Liar, Margate, Kent
YOB: What a twerp...

WHERE'S WORLD CUP 90

Dear YOB,
In January's Arcade Action you reviewed a game called World Cup '89. What I want to know is will or is anybody making it for the Amiga 500 or any other computer?
Sam Horspool, Rotherham, South Yorkshire
YOB: Rumour has it that Elite bought the licence - but they won't confirm it. Anyway, there are about a billion football games coming out in the next few months, surely you'll find something that'll keep you happy?

NOT SO FOOLED

Dear YOB,
I read with great interest the article on the A-Migadrive and instantly realised what an essential purchase this device would be as I own a Megadrive and have a relation who owns an Amiga. I immediately contacted a leading supplier in Japan (I speak fluent Japanese you know) who had just the item I was searching for. With any luck, considering the lengthy delivery times between countries I should have it for April 1st!
John Carolin, Halifax
YOB: Well spotted that man! Award yourself a hearty slap on the back. But watch you don't break your arm.

C64 CARTS

Dear YOB,
I read your mag every month and I have not seen one C64 games cartridge. Can you get them? I have asked in every software shop in Liverpool and no-one seems to know; do you?
Chris Sutton, Maghall, Liverpool
YOB: When the C64 was launched about seven years ago, the first games

new CD Amiga coming out in September, and now I'll have to wait until then to see the new machine (and hopefully but it, as it would be a waste of time buying the present Amiga).
One last point; instructions for computer games. They might as well be in Japanese! On most games these days, you have to work out a large percentage of the game yourself because the instructions are really badly written!
Please print this letter because I think these points are worthy of some recognition.
Keep up the great work with the mag; the changes you made in presentation a few months ago are brill, so it gets the thumbs up from me for one meg and triff mag! All the best.
Andy, West Midlands
YOB: Cassettes are a right pain in the arsenal - they're so slow and awkward. Give me disks and cartridges any day of the week! The Megadrive and PC Engine are both going to be officially available in September - HOORAY!!! And if you're wondering which machine to buy, it's easy - you buy the one which has the software you most wish to play.



to appear were on cartridge. However, independent software manufacturers opted for tapes and disks because they were cheaper and easier to mass produce, so cartridges disappeared. However, rumour has it that Commodore are currently signing up big software companies to start making cartridge games for the machine - keep watching the news section.

FOOLED YOU!

Dear YOB,
What hypocrisy! I am of course referring to your News flash that DevTek are bringing onto the market a machine that allows anyone with an Amiga or Megadrive to copy, thereby infringing copyright on any Amiga game. After all you've said about piracy, surely this piece of hardware is against all you've spouted off about in the last two or three years!!!
P Daintry
YOB: Har, har hardy har! That was an April fool, and you fell for it like the skiddy Y-fronts you are! Yar Boo sucks to you!

A DELIFERATE MISTALE

Dear YOB,
I think your mag is fab, brill and mega-ace, apart from two mistakes in your 100th issue. The first was you had one letter printed twice on your Mailbag pages. The other mistake was that you mixed up the graphics of Astynax and Klax in your Arcade Action section.
James Shuter, Birmingham
YOB: Mistakes happen - look at you, for example. Still, console yourself with the fact that you were amongst only 80,000 people to spot those mistakes. You're part of an elite...

BIG BORE COMING UP

Dear YOB,
Right, I'll get straight to the point you girlie nancy. I have just got an Amiga but I have not got any decent games, so you had better get me one or I'll personally come round to C+VG and embed my foot six inches into your skull.
Jon The Mega Well 'Ard Punk, E Bedfont, Middx
YOB: Oh dear, I'm really scared. Gosh, I'm shaking in my pants. In fact I'm so frightened, I'm going to send you one game for every brain cell you have. So expect no games at all. Mega well 'ard punk indeed. I bet you poo your bed every night...



And now onto something a little different. A couple of months ago I asked you to send in designs for games you'd like to see - and your ideas literally flooded in. In fact, I've had so many responses I can't fit them all in this month - so if your letter hasn't been printed, take heart - it could be printed next month. Don't forget there are prizes of £100 worth of software for the best and worst ideas - so it's still not too late to enter!

MUTANT TEENAGE HERO FAN

Dear YOB,
I am a total and utter Teenage Mutant Ninja Turtles fan, and I have some questions for you.
1. Do you know if there are any plans for it to be converted to the Amiga?
2. If so, how much will it cost?
3. Do you know when the film is coming out in England?
4. Please will you tell me anything else at all to do with Teenage Mutant Hero Turtles. Thanks.
A Mad Turtle Fan, Biddisham, Somerset
YOB: You sound worse than Julian the Ed - he's gone completely Mutant Turtles bonkers too!!! I asked him your questions and he says that there's only one Turtles game available - and that's on the Nintendo. Nobody has announced whether they've signed the brilliant Turtles coin-op, but surely someone will - we'll keep you posted. By the way, the film's out later on this year - watch for a special report!

MORE MAG MAYHEM

Dear YOB,
I think those dudes from Ocean should make a C+VG game. On the first mission you are Paul Glancey and you have to get Jaz Rignall off a coin-op within a certain

time limit. On the second mission you are a lorry driver working for C+VG and you have to get all the copies of C+VG to the newsagents in time for the hundreds of fans to buy. And on the third and final level you have to track down Paul Rand (who's had one beer too many at a party) and then blow him to bits before he breathes on everyone and knocks them out. What an ace game, eh!

Andrew Hartley, Stockport, Cheshire

YOB: Chortle, chortle.

REVENGE OF COMPUTER MAGAZINES

Dear YOB,

In answer to last month's request for a new computer game, well, I have invented the definitive computer game, "Revenge Of The Computer Magazines". All you have to do is get an issue of Computer and Video Games out on time. Sounds easy? Read on...

LEVEL ONE

Overhead view of Paul Glancey riding a push-bike. Paul has to ride around the streets, looking for the C+VG offices so he can deliver the latest smash hit game for review. He has to avoid cars and pedestrians while throwing collectible bricks and cans at dogs and cats.

LEVEL TWO

You are Julian "Jaz" Rignall, playing an incredibly hard vertically scrolling shoot and collect 'em up. The overall rating depends on how far you get with only one man and your back against the wall, facing invading alien hordes.

LEVEL THREE

Horizontally scrolling shoot and beat 'em up. As Paul "Trendy" Rand you have to walk about the offices, looking for Andrea. You have to shoot security guards, cleaners, cats and groups of fans as well as finding tea ladies for cups of energy-sustaining tea.

LEVEL FOUR

Overhead view of Andrea's desk and hands. You have to arrange the articles and pages to make the finished magazine.

LEVEL FIVE

Overhead view of the C+VG delivery van. Drive the van around the city, delivering piles of magazines to newsagents before they open. Avoid cars, pedestrians and other obstacles. Collect guns, rockets and flame throwers and destroy the vans of rival magazines.

S Howland, Stainforth, Doncaster

YOB: Nice idea - but you've flippin' well forgotten about me!

YOU RANG M'LORD

Dear YOB,

In issue 100 I saw a letter from James McAuley about a Neighbours game. Well please, please will you print my letter about a "You Rang, M'Lord" game.

LEVEL ONE

Guide Mr Stokes around the house, spraying insects until he finds the 201 water shares.

LEVEL TWO

You are the parlour maid, running away from the wealthy men who are after a bit of fun.

LEVEL THREE

Guide Stokes around the pawn shop looking for his lordship's rings and gems, while dodging angry shopkeepers looking for money.

LEVEL FOUR

Finally you get the chance to beat up your Lord. I think this game will be a success if you get the right programmers to write it.

Harvey Wedgbury, Pedmore, Stourbridge

YOB: I'm sure it would go down a bomb with all three fans of programme...

SUPER QUEEN SIMULATOR

Dear YOB,

Is your pulse getting quicker? Is your mouth starting to water? Don't worry, it'll happen to everyone who reads about this great game that I have thought up.

You take the role of the Queen as you drive around in your chauffeur-driven Roller. All you have to do is wave at the huge crowds which line the streets. Different joystick moves create different waves, but if you do a naff wave people get angry and toss rotten food at you. But worst of all, some people blow you to pieces with hand grenades. Sounds exciting, doesn't it?

Andrew Eley, Chelmsford, Essex

YOB: Sounds like a job for those chucklesome Code Masters lads to me.

KILROY

Dear YOB,

I have a great idea for a game based on that "cult" early morning show, Kilroy.

LEVEL ONE

This level sees Robert at home, searching for his script. This will be played as an adventure with Robert wandering around his 250-room house, solving puzzles to get the key which opens the drawer, inside which is his script.

LEVEL TWO

Having found the script he takes to the road in his Mini. This is the second level where motorists who saw his programme on bad drivers attempt to ram him off the road. Robert presses a button on his dashboard and the headlights pop up to reveal two niftily-concealed M60's. Later on in the level he encounters grenade-wielding maniacs. There is a strict time limit for him to get to the studio in time for his show.

LEVEL THREE

When he gets to BBC TV Centre he discovers that the studio is under siege by Terrorists who saw his programme on fanaticism. He has to work his way to the centre to where his programme is broadcast, killing terrorists and freeing cameramen who have been taken hostage. He is armed only with his DIY grenade launcher and machine pistol.

LEVEL FOUR

The next level is a strategy affair, with the programme being broadcast and Robert having to ask certain questions to get the correct response out of members of the audience. When Robert feels that the person has said enough to increase his ratings, he can cut them off in mid-sentence. The idea is to encourage heated arguments to boost ratings.

LEVEL FIVE

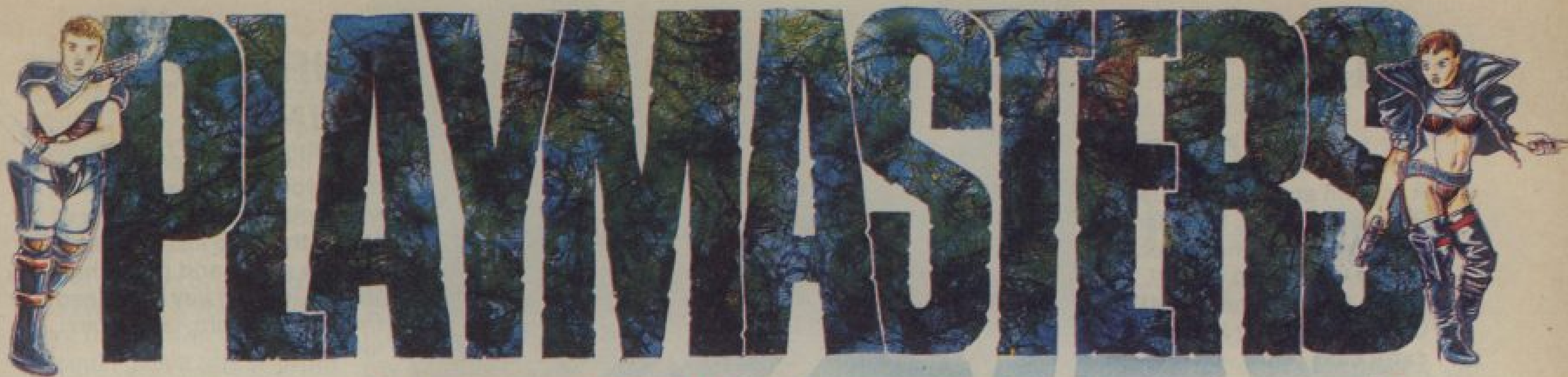
This is a beat 'em up in which members of the audience who disagree with Robert's views decide to beat him up. Armed only with his microphone he must first take on a vicious old lady and her handbag, all the way through to the last opponent, a skinhead armed with an incredibly large cup of studio coffee.

LEVEL SIX

If Robert manages to brave this a wizard who saw the programme about magic and, in turn, saw Robert's cynicism by saying it was a load of bo***cks, decides to spirit Robert off into space. Thus follows a shoot 'em up in which Robert must overcome the wizard's powers. When this is done Robert is presented with an award for Best TV Personality and he lives happily ever after. What about that for a chart-busting game?

Daniel Earnshaw, Blackburn, Lancs

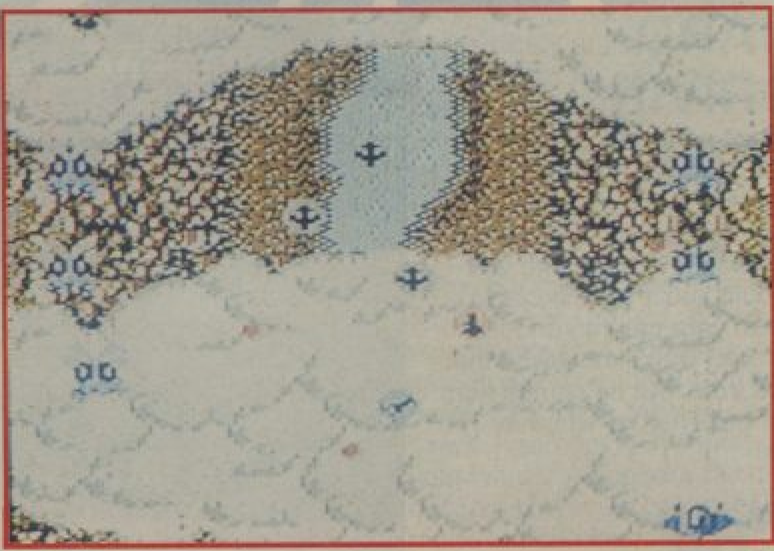
YOB: Sounds like a million seller to me. Come on all you lovely software houses - how about making this fab idea into a game?



PLAYMASTERS

Tips, tips, glorious tips! And worra lorra we gorra this month - in fact, there are so many tips the pages are literally falling apart with the weight of them. Flip me! Anyway, enough of my verbal diarrhea. If you've got anything in the way of cheats, POKEs, maps - or anything that you think might help or amuse fellow games players, write to me at: PLAYMASTERS, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. There's a monthly prize of £100.00 worth of software for the best tips of the month - so get writing!





AMSTRAD

ARKANOID II

On the opening screen, hold down the **Q, W, D** and F keys **all at the same time**, then start the game. Now, a **press of the ESC key** should **warp your ass to the next level**. Martin O'Connor of Manchester takes the credit for that tip.

THE UNTOUCHABLES

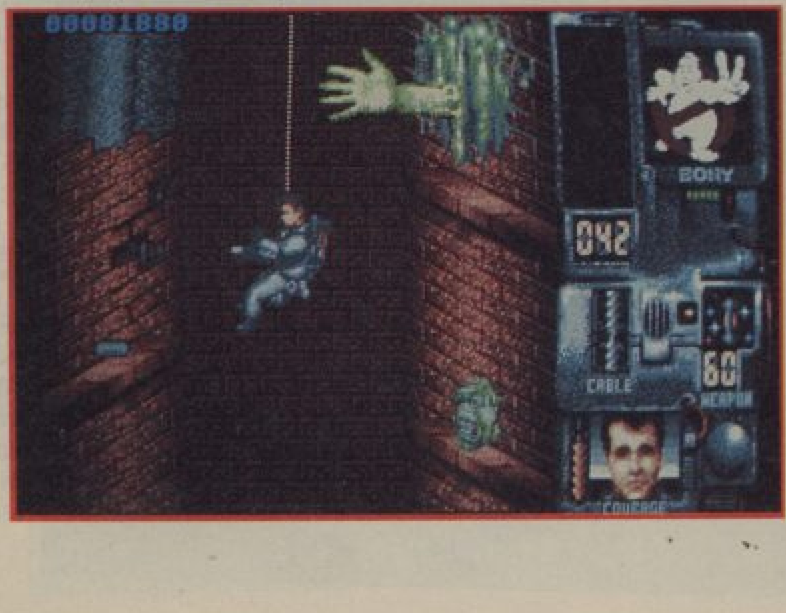
Martin O'Connor returns with a tip to get troubled Feds through levels with ease. All it entails is typing the magic words, **HUMPHREY BOGART**, into the high score table. Then during play, **press all the keys to move up a level**.

GHOSTBUSTERS II

If the first level of this game is giving you gyp George Gillies of Paisley reckons you should **pause** the action, then type in **AYKROYD**. When you restart, you will have **infinite lives and a spook-proof rope**.

FANTASY WORLD DIZZY

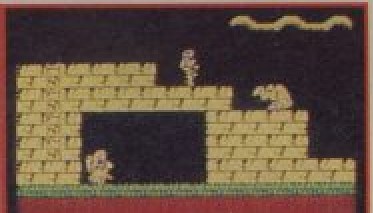
Another cheat from George Gillies of Paisley, who recommends you hold down the **D, Y, L, A, N** and **space** keys on the title screen. During the game, this lets you make Dizzy **disappear just by pressing Q**, and **reappear with a tap of the space bar**. Not only that, you can also **flip between screens using the Z, X, K and M keys.**



GEMINI WING

Here are the passwords to levels two to eight, as provided by George Gillies of Paisley.

LEVEL 2 - THESTART
LEVEL 3 - EYEPLANT
LEVEL 4 - WHATWALL
LEVEL 5 - GOODNITE
LEVEL 6 - SKULLDOG
LEVEL 7 - BIGMOUTH
LEVEL 8 - CREEPISH



SPECTRUM

HUMAN KILLING MACHINE

Hold down the **G** and **O** keys when you start the game and you should find that pressing **X** will send you **forward one level**. Gazza from Sunderland discovered that one.

GHOULS 'N' GHOSTS

If you're not making any headway with this game **hit the ENTER key to turn the border blue**. Not only do you now have a prettier border, you have also switched the collision detection off, **making you completely invulnerable** to those supernatural sprites. Another one from Sunderland's Gazza.

CABAL

Make things easy for yourself in this game by loading it up and hitting the button on your Multiface. Go to the POKE option and **POKE 34822, 24 (for immunity)** or **POKE 39202, 201 (for smart bombs)**. Yet another Gazza of Sunderland tip, there.

ST

SUPER CARS
A tip from an A Nonymous of Somewheresville, here, for this nifty race game. When it comes to entering your name, type in either **NAME, ODIE or BIGC** for **lots of extra cash**, etc.

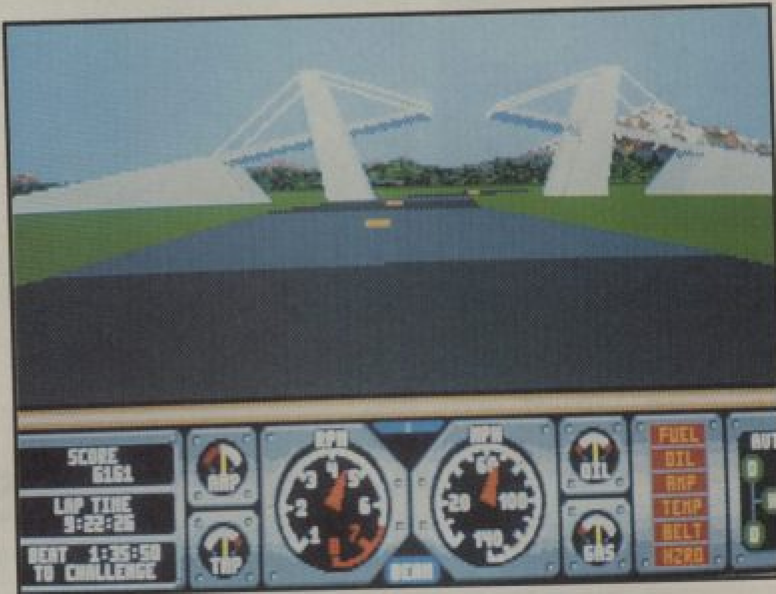
HARD DRIVIN'
Select a manual gearshift, then start the game and accelerate to top speed. Once you're going flat out, put the gearbox in neutral and you should find it impossible to crash your car into another vehicle! Don't know who that tip's from, but he comes from Penge. Thanks, whoever you are!

C64

BATMAN - THE MOVIE
Like a lot of Ocean's C64 tape games, Batman has that dodgy loader which lets you trick the game into letting you play more advanced levels. If you've never heard of this before, Paul Gregory of Wesham reveals all. Complete the first level of Batman and play the second stage until you've lost all your lives. Now instead of rewinding the tape as the computer says, reset the tape counter on your datasette, then press space and fire. Now play the tape to load in the fifth level with infinite lives!

DOMINATOR
During level one, **kill yourself then tap the space bar** just as your ship is exploding. **The screen should scroll to the end of the level**, but you **can re-enter the action at any point by pressing SHIFT, space, then SHIFT again**. Holding down the space bar during levels two, three and four also makes your ship invulnerable. Thanks to Ben Bond of Brighton for those cheats.









TURBO OUT-RUN
If you think your Ferrari is too slow, you can **transport yourself straight to the next leg of the race** just by **pausing the game and pressing the ":" (colon) key**! Sundeep Ray of Blackburn, take a bow for that tip.

STRIDER
Steven Franklin of sunny Southend has discovered the cheat mode buried in this neat arcade conversion. After starting the game, **press RUN STOP, RETURN, RESTORE and INS DEL** together until the border goes grey. Press fire to restart the game then **press F7** and **move the joystick up and right**. You should then warp to the third level (the jungle) and once you've completed that you'll find yourself on the very last level!

MEGADRIVE

SUPER HANG ON
Peter Makinde of Clapton sent in this password which provides **$9,999,999,900** to spend on bits for your bike. Go to the password option then enter this code:

6FF3F546F35564
FF0SLPIMFJEDGH

(note that that's a zero on the second line, not a letter O). Now go to the parts screen to build a mega-bike!

CURSE
Another tip from Peter Makinde of Clapton. On the title screen, holding down the **A, B and C** buttons as well as **START**, lets you access Curse's **configure mode**.

PC ENGINE

GUNHED
At the end of level one, **don't attack the mothership**. Just dodge around it for about two minutes and it will self-destruct, leaving you with an

extra 16 lives and 32 smart bombs, plus a load of bonus points! Thanks to Glyn Hughes and Peter Makinde for that tip.

PACLAND

Glynn Hughes of Warwick reckons that, if you **give the very first hydrant a shove**, Pacman gets a **ghost-proof helmet** to protect him from sky-diving spooks!

DUNGEON EXPLORER

Peter Makinde of Clapton sent in this handy 'n' dandy piece of info. Enter this password:

DEBDE
DEBDA

then **press RUN** and **button I** together. The screen will read **PASSWORD ERROR**, but take no notice of that. **Press button II and choose your character**.

SIDE ARMS

Jamie Morse of Bath discovered how to play this game in **slow motion**. On the title screen, just press **DOWN, I, II and RUN**.

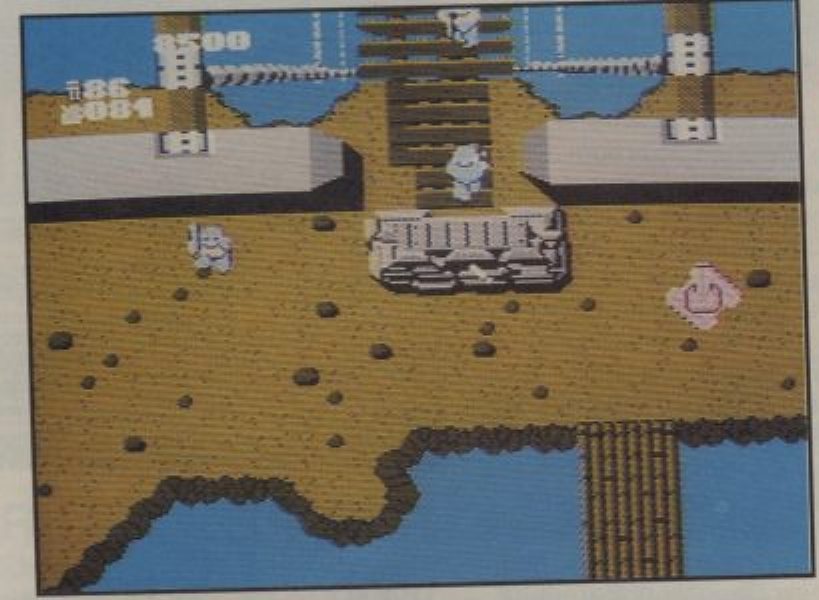
CYBER-CROSS

Jamie Morse again. To continue from the stage where you died, pause the game just as you die, then **press I, II and DOWN** in that order. Then **unpause** the game, and when you're back on the title screen, press **RUN** to restart.

ORDYNE

Jamie Morse yet again. On the title screen, hold down **button I** until you hear a sound and some Japanese words appear on the screen. Now **press RUN** to start the game and you will be playing as the girl you're meant to be rescuing. Your ship will have turned orange, and the aliens will now be a lot tougher. If you should finish the game in this mode, don't reset it when you get to the end - leave the









final screen up for about three minutes and you'll be treated to a display of pictures of the game's programmers!

NINTENDO

METROID

Peter Makinde of Clapton provided this rather strange password for Metroid. Enter **JUSTIN BAILEY** at the code entry screen for a surprise. Cripes!

IKARI WARRIORS

Some handy hints here, from T Stevens of Driffield. When you die, you can **continue** by quickly pressing the **B button twice** then the **A button twice**. Keep doing this until your warrior reappears. Also, if you're playing in two player mode but can find only one tank, both warriors can climb in and it will separate into two tanks. The same applies to the helicopters.

CONTRA

Hagop Mouradian sent in this cheat for the recently-released Nintendo version of Gryzor. On the title screen, press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, SELECT then START**, all before the demo starts. This will give you **30 lives** to play with!

LIFE FORCE

It's Hagop Mouradian to the rescue again, with this 30-extra-ships cheat mode. Start the game then press **START** to pause it. Now press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, SELECT, then START**. If you're playing in two player mode, do the same but at the end of the sequence, press START before SELECT.

SEGA

DEAD ANGLE

A superb tip for this gangster blast from Iain Lindsay and Brian Dempsey of Wishaw in Scotland. **Plug both joypads**

into the console, then when the title screen appears **push alternately left and right on both pads** and you should hear a beeping sound. Keep doing it until the demo starts, then when you can stand it no more start the game and you will be armed with **999 bullets**, have **up to 24 lives** and start on an advanced level (how many lives and which level depends on how long you wiggled the joypad). As well as this, if you push both buttons and one of the top diagonals on the joypad, you will see grenades coming out of the windows!

ALEX KIDD IN HIGH TECH WORLD

If you're having trouble beating the maids at their game, here is the solution, sent in by Peter Makinde.

Linda is number one.
Betty is the thinnest.
Janet is the third from the left.
Cindy is the third from the right.
Kate is the fattest.
The remaining maid is Susan.

GOLDEN AXE

If one continue isn't enough for you, Peter Makinde has discovered a second to let you play for longer. Hold the directional pad in the top left corner, then press and hold buttons one and two.



WONDER-BOY III

If you want to see the end of the game without even breaking into a sweat, type in this password:

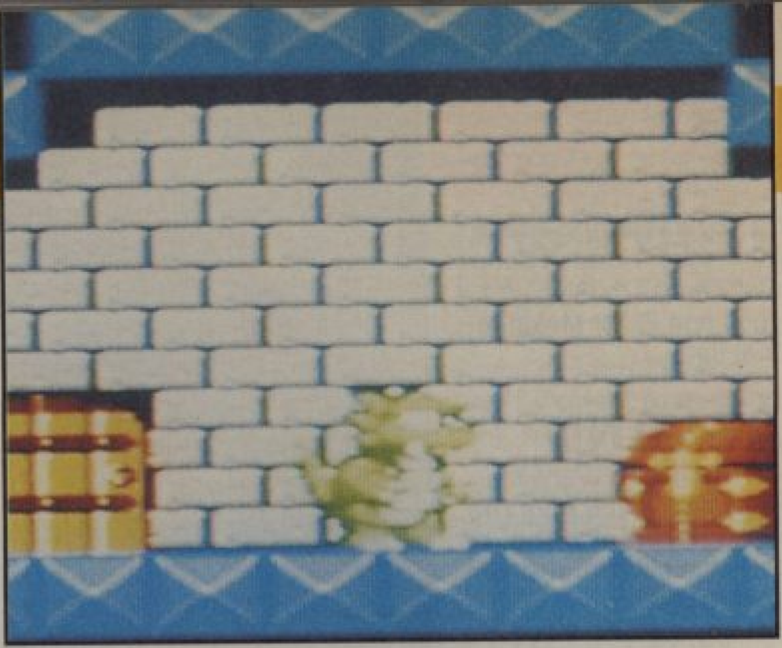
WE5T ONE

(that's a five, not an S). Then as soon as the game starts go to the room under the shop, and hit the block just above and to the left of the door you came through. Pick up the question mark and a door appears, leading to the changing room, where you can select your character by jumping on a block. Change into Lion Man then go to the top of the tower in the village and jump onto the bottom step. Press up on the joypad and you should appear outside the Vampire Dragon's chamber. Now all you have to do is defeat him and you've finished the game. Thanks to Allen Swinbank of Stockton-on-Tees and Matthew Doughty of Barnet for those tips.

AMIGA

BEVERLY HILLS COP

Christopher Hartley of Hitchin reckons that if you click past the High Score table and go on to the difficulty select screen, then type in **MELLIE**, you should be able to **access all the different subgames**.





R-TYPE

Type in your name as **SUMITA.** (don't forget the full stop) and you should now be able to play with **infinite lives**. So says Chris Hartley of Hitchin.

GHOULS 'N' GHOSTS

When Jonathon Kirker of Cheltenham is having problems with this game, he types in **KAREN BROADHURST** to give himself **infinite lives**. Perhaps you'd like to do the same. I know I would.

FIGHTER BOMBER

Matthew Kemp of Gillingham discovered that if you enter your name as **BUCKAROO**, the words "Oh no! A Buckaroo" appear at the bottom of the screen. And just by coincidence, this also puts the game into **cheat mode**, allowing you to start the game on any mission, and also transport your plane directly to the next waypoint just by pressing the D key.

ROCK 'N' ROLL

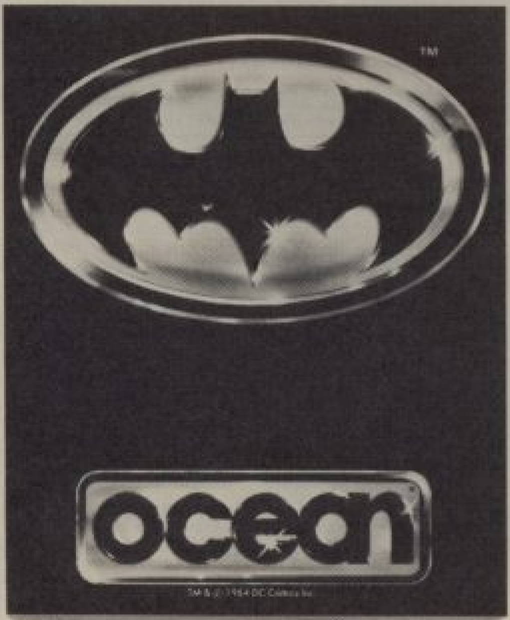
Another of Matthew Kemps discoveries was the cheat mode in this spiffy rollabout. When the game asks your name, type in **RAINBOW ARTS** and when the game starts you can **collect different pickups just by pressing keys F1 to F8**. Additionally, pressing F9 increases the depth of the map, F10 puts you on the next level and keys 1 to 4 provides keys of different colours. For something really special, enter your name as COUNTRY to activate the jukebox!

DENARIS

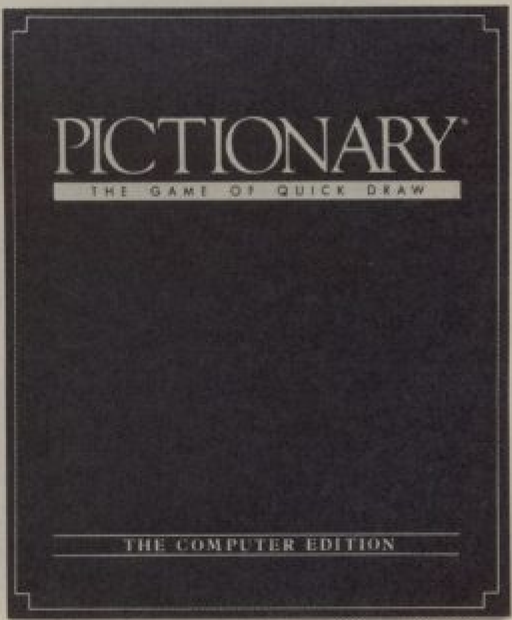
Giles Bradley of Swanwick has discovered how to activate the **training mode** in this ageing, yet nifty, blast. Just **press Z after the game selection**, then **plug the mouse** into the second joy-
Giles Bradley of Swanwick has discovered how to activate the **training mode** in this ageing, yet nifty, blast. Just **press Z after the game selection**, then **plug the mouse** into the second joy-stick port and **hold down the right mouse button** while the rest of the game loads.

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AFTER THE WAR	6.90	9.90	6.90	9.90	6.90	9.90
ALTERED BEAST	6.90	—	6.90	9.90	6.90	9.90
BATMAN THE MOVIE	6.90	9.90	6.90	—	6.90	—
BEACH VOLLEY	6.45	—	6.90	—	6.90	—
BLACK TIGER	6.90	—	6.90	9.90	6.90	9.90
BLOODWYCH	6.90	9.90	6.90	9.90	6.90	9.90
BOXING MANAGER	6.90	—	6.90	—	6.90	—
CABAL	6.90	9.90	6.90	9.90	6.90	9.90
CHASE HQ	6.90	9.90	6.90	9.90	6.90	9.90
COLOSSUS CHESS 4	6.90	9.90	6.90	9.90	6.90	9.90
DOUBLE DRAGON 2	6.90	9.90	6.90	9.90	6.90	—
DR. DOOM'S REVENGE	6.90	9.90	6.90	9.90	6.90	9.90
DRAGON NINJA	6.45	9.90	6.90	9.90	6.90	9.90
DYNAMITE DUX	6.90	—	6.90	9.90	6.90	9.90
EMLYN HUGHES SOCCER	6.90	9.90	6.90	9.90	6.90	9.90
E-MOTION	7.95	—	7.95	—	7.95	—
FUN SCHOOL 2 (under6/6-8/over 8)	6.90	8.90	6.90	8.90	6.90	8.90
GAZZA'S SUPER SOCCER	6.90	9.90	6.90	9.90	6.90	9.90
GHOSTBUSTERS 2	6.90	—	6.90	9.90	6.90	9.90
GHOULS AND GHOSTS	6.90	9.90	6.90	9.90	6.90	9.90
GUNSHIP	6.90	9.90	6.90	9.90	6.90	9.90
HARD DRIVIN'	6.90	9.90	6.90	9.90	6.90	9.90
HEROES OF THE LANCE	6.90	9.90	6.90	9.90	6.90	9.90
INDIANA JONES LAST CRUSADE	6.45	—	6.90	9.90	6.90	—
ITALY 90	8.90	12.50	8.90	12.50	8.90	12.50
KICK OFF	6.90	—	6.90	9.90	6.90	9.90
LASER SQUAD	6.90	—	6.90	9.90	6.90	9.90
LIVERPOOL	6.45	8.90	6.90	9.90	6.90	9.90
MANCHESTER UTD	6.90	9.90	6.90	9.90	6.90	9.90
MOONWALKER	6.90	—	6.90	9.90	6.90	9.90
NEW ZEALAND STORY	6.45	9.90	6.90	9.90	6.90	9.90
NINJA WARRIOR	6.90	9.90	6.90	9.90	6.90	9.90
OPERATION THUNDERBOLT	6.90	9.90	6.90	9.90	6.90	9.90
P47 THUNDERBOLT	6.90	9.90	6.90	9.90	6.90	9.90
POWER DRIFT	6.90	—	6.90	9.90	6.90	9.90
RAINBOW ISLAND	6.90	9.90	6.90	9.90	6.90	9.90
ROBOCOP	6.90	9.90	6.90	9.90	6.90	9.90
RUN THE GAUNTLET	6.45	9.90	6.90	9.90	6.90	9.90
SHINOBI	6.90	9.90	6.90	9.90	6.90	9.90
STEALTH FIGHTER	6.90	9.90	9.90	13.45	9.90	13.45
STRIDER	6.90	9.90	6.90	9.90	6.90	9.90
SUPER WONDERBOY	6.90	—	6.90	9.90	6.90	9.90
TURBO OUTRUN	6.90	9.90	6.90	9.90	6.90	9.90
UNTOUCHABLES	6.90	9.90	6.90	9.90	6.90	9.90
VIGILANTE	6.45	8.90	6.90	9.90	6.90	9.90
WILD STREETS	6.90	—	6.90	9.90	6.90	9.90
X-OUT	6.45	8.90	6.90	9.90	6.90	9.90
ZOMBI	6.90	—	6.90	9.90	6.90	9.90

8-BIT COMPILATIONS

	SPECTRUM CASS	SPECTRUM DISC	C64 CASS	C64 DISC	AMSTRAD CASS	AMSTRAD DISC
100% DYNAMITE Afterburner, Last Ninja 2, Wec Le Mans, Double Dragon	9.90	—	9.90	12.50	9.90	
COIN OP HITS Outrun, Thunderblade, Roadblasters, Spyhunter, Bionic Commando	8.90	12.50	8.90	12.50	8.90	12.50
FOOTBALL MANAGER 2 GIFT PACK Football Manager 2, Football Manager 2 Expansion Kit	6.90	—	6.90	—	6.90	—
GAME SET MATCH 2 S. Davis Snooker, Superbowl, Wint. Olympias, Champ. Sprint, Super Hangon, N. Faldo's Golf, Basket Master, Track+Field, I. Botham's Test Match. Matchday 2	8.90	—	8.90	12.50	8.90	12.50
IN CROWD Platoon, Combat School, Target Renegade, Barbarian, Predator, Karnov, Gryzor	9.90	—	9.90	12.50	9.90	—
MEGA MIX Operation Wolf, Barbarian 2, Dragon Ninja, Real Ghostbusters	9.90	—	9.90	12.50	9.90	—
SOCCER SPECTACULAR Soccer Supremeo, P. Beardsley's Football, Football Manager, World Champions, P. Shilton's Handball Maradonna	8.90	12.50	8.90	12.50	8.90	12.50
STAR WARS TRILOGY Empire Strikes Back, Star Wars, Return Of The Jedi	8.90	13.45	8.90	13.45	8.90	13.45
THE BIZ Operation Wolf, Double Dragon, R-Type, Batman Caped Crusader	9.90	—	9.90	—	9.90	—
THRILL TIME-GOLD 1 Paperboy, Ghosts and Goblins, Bomberjack, Turbo Esprit, Batty	6.90	—	6.90	9.90	6.90	—
THRILL TIME-GOLD 2 Battleships, Saboteur, Scooby Doo, Airwolf, Frank Bruno's Boxing	6.90	—	6.90	9.90	6.90	—
THRILL TIME-GOLD 3 Commando, 1942, Spitfire, Combat, Lynx, Deep Strike	6.90	—	6.90	9.90	6.90	—
THRILL TIME-PLATINUM 1 Thundercats, Ikari Warriors, Buggy Boy, Space Harrier, Beyond The Ice Palace, Hopping Made, Overlander, Live and Let Die, Gladiator, Dragon's Lair	8.90	—	8.90	12.50	8.90	13.45
TOLKIEN TRILOGY The Hobbit, Lord of the Rings, Shadows of Mordor	8.90	—	8.90	12.50	8.90	12.50
WINNERS Thunderblade, Led Storm, Blasteroids, Indy and the Temple of Doom, Impossible Mission 2	8.90	12.50	8.90	12.50	8.90	12.50

	AMIGA	ST	PC5¼	PC3½
ALTERED BEAST	16.75	13.75	—	—
AFTER THE WAR	13.75	13.75	—	—
BATMAN THE MOVIE	16.75	13.75	—	—
BLACK TIGER	16.75	13.75	—	—
BLADE WARRIOR	16.75	16.75	16.75	16.75
BLOODWYCH	16.75	16.75	16.75	—
BLOOD MONEY	16.75	16.75	16.75	16.75
CHAOS STRIKES BACK	13.75	13.75	—	—
CHASE HQ	16.75	13.75	—	—
CONQUERR	16.75	16.75	16.75	—
CRACKDOWN	13.75	13.75	—	—
CURSE OF THE AZURE BONDS	—	—	19.90	19.90
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DOUBLE DRAGON 2	13.75	13.75	—	—
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F-16 FALCON	19.90	16.75	—	—
F-19 STEALTH FIGHTER	16.75	16.75	29.90	29.90
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FOOTBALL MANAGER GIFT PACK	13.75	13.75	—	—
FUTURE WARS	16.75	16.75	—	—
GAZZA'S SUPER SOCCER	16.75	16.75	—	—
GHOSTS 'N' GOBLINS	13.75	13.75	16.75	16.75
GHOULS 'N' GHOSTS	16.75	13.75	—	—
HARD DRIVIN'	13.75	13.75	16.75	16.75
KICK OFF	13.75	13.75	—	—
KICK OFF EXTRA TIME	6.90	6.90	—	—
LASER SQUAD	13.75	13.75	—	
LIVERPOOL	13.75	13.75	—	—
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NEW ZEALAND STORY	16.75	13.75	—	—
NINJA WARRIORS	13.75	13.75	—	—
OIL IMPERIUM	16.75	16.75	16.75	—
OOZE	16.75	16.75	16.75	—
P-47 THUNDERBOLT	16.75	16.75	—	—
PIPEMANIA	13.75	13.75	16.75	16.75
PLAYER MANAGER	13.75	13.75	—	—
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POPULOUS PROMISED LANDS	6.90	6.90	—	—
POWER DRIFT	16.75	13.75	16.75	16.75
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ROBOCOP	16.75	13.75	13.75	—
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SHINOBI	13.75	13.75	—	—
SHOOT EM UP CONS. KIT	19.90	16.75	—	—
SIM CITY	19.90	19.90	19.90	19.90
STRIDER	16.75	13.75	—	—
STUNT CAR RACER	16.75	16.75	16.75	16.75
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X-OUT	13.75	13.75	—	—
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16-BIT COMPILATIONS

	AMIGA	ST
GIANTS: Outrun, Gauntlet 2, 1943, Streetfighter	19.90	19.90
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STAR WARS TRILOGY: Star Wars, Empire Strikes Back, Return of the Jedi	16.75	16.75
WINNERS: Blasteroids, Impossible Mission 2, Led Storm, Thunderblade	19.90	19.90

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HIGH SCORES

Welcome once again to the Official UK Highscore Table, where top players register the records the rest of the country have to beat. All scores are checked by a panel of experts before they're included - so if you're a record breaker make sure you note down your score correctly because any discrepancies will result in disqualification from the tables. Send your scores, on postcards or sealed-down envelopes only, to: UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

SEGA

ACTION FIGHTER
8,763,400 Jay Brown, Banbury, Oxfordshire
AFTERBURNER
17,404,100 Kenneth Rorie, Craigshill, Livingston
ALEX KIDD (LOST STARS)
1,294,500 Dennis Watts, London
ALTERED BEAST
570,900 Hywel Davies, Maehen, Gwent
AMERICAN PRO FOOTBALL
111-0 Alan McPherson, Giffnock, Glasgow
ASTRO WARRIOR
1,270,200 Daniel Greetham, Tamworth, Staffs
AZTEC ADVENTURE
256,400 Peter Ramdine, Stafford
BANK PANIC
938,800 Tony Holdford, Colchester
BLACK BELT
4,293,156 Harry Webb, Glasgow
BLADE EAGLE 3D
89,000 Richard Bell, Beddington, Surrey
BOMBER RAID
1,116,700 M G Baker, E Grunstead, W Sussex
CALIFORNIA GAMES
HALFPIPE: 87,520 Hywel Davies, Maehen, Gwent
FOOTBAG: 139,930 Stefan Borson, Manchester
SURFING: 9.5 Adam Took, Leeds
SKATING: 4820 Stefan Borson, Manchester
BMX: 154,950 Daniel Curley, Ancoats, Manchester
FLYING DISK 1700: Anthony Leeds, Halesowen, W Midlands
CASINO GAMES
PINBALL: 492,270 Karl Marsh, Oldham, Manchester
CHOPLIFTER
1,400,000 Kenneth Rorie, Craigshill, Livingston
DOUBLE DRAGON
619,460 Andrew Jackson, Jarrow, Tyne & Wear
FANTASY ZONE
109,848,000 M G Baker, Grinstead, Sussex
FANTASY ZONE II
9,541,980 Jon Evans, Walsall
GANGSTER TOWN
605,760 Hywel Davies, Maehen, Gwent
GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall
GHOST HOUSE
1,388,500 James Denham, London
GREAT BASEBALL
22-01 Robert Gammon, Bedford
GREAT BASKETBALL
63-0 Stewart Cole, Nanborough, Leics
GREAT GOLF
70 Alan McPherson, Giffnock, Glasgow
HANG-ON
8,553,264 Euan Matheson, Rosshire
KENSEIDEN
558,400 Paul Houghton, Dorset
MY HERO
14,978,820 Hywel Davies, Maehen, Gwent
OUT RUN
54,818,580 Iain Gentry, Hillingdon, Middx
PENGUIN LAND
Level 22 Steven Gemmell, Harefield, Middx
POWER STRIKE
65,242,300 Paul Stokes, Aberdare
PRO WRESTLING
553,800 Lee McNaughton, Cheshunt, Herts
QUARTET
3,170,810 Gareth Wills, Bristol
RAMBO III
86,050 Neil Kelly, Isleworth, Middlesex
RAMPAGE
851,600 David Barden, Norwich
RASTAN
1,400,320 Jamie Adkins, Southend, Essex
RESCUE MISSION
574,000 Martin Fox, Beeston, Beds
R-TYPE
7,499,300 Hywel Davies, Maehen, Gwent
SAFARI HUNT
6,017,900 Gareth Clark, Banbury, Oxon
SECRET COMMAND
3,315,000 Julian Lloyd, Leamington Spa, Warks
SHINOBI
1,321,000 John Moulding, Sunderland
SPACE HARRIER
45,144,160 Matthew White, Oldbury, W Midlands
SPACE HARRIER 3D
17,214,740 Matthew Horne, London
THUNDERBLADE
2,660,000 Steven Rubbery, Dudley, W Midlands
VIGILANTE
163,700 Gareth Clarke, Banbury, Oxon
WONDERBOY (MONSTERLAND)
10,509,990 William Wong, Nr Stockport, Cheshire
WONDERBOY III
350,100 Wai-Yin Man, Brighton, E Sussex
WORLD SOCCER
33-0 Peter Garnett, Knutsford, Cheshire
ZILLION II
1,025,900 J Cunningham, Sevenoaks, Kent

MEGADRIVE

ALTERED BEAST
2,209,900 Joel Cullen, Hants
FORGOTTEN WORLDS
571,300 Paul Stokes, Aberdare, Wales
GHOULS AND GHOSTS
218,400 James Adams, Cornwall
GOLDEN AXE
229.0 Matthew Davidson, Croydon, Surrey
RAMBO III
893,550 Matthew Davidson, Croydon, Surrey
SPACE HARRIER II
26,510,700 Christopher Giles, Ashford, Kent
SUPER HANG-ON
Beginner: 36,280,720 Glen Williams, London
Junior: 36,177,880 Glen Williams, London
Senior: 30,810,090 Glen Williams, London
Expert: 51,872,300 Glen Williams, London
SUPER SHINOBI
1,374,200 Wai Lin Man, Brighton, Sussex
THUNDERFORCE II
1,409,060 Joel Cullen, Hants

NINTENDO

BALLOON FIGHT
715,150 Tom Wennberg, Halmstad, Sweden
CASTLEVANIA
999,999 Lee Watkins, Bristol
DUCK HUNT
1,244,000 Danny Stevens, Stratford
GOLF
65 Tom Wennberg, Halmstad, Sweden
ICE CLIMBER
917,000 Tom Wennberg, Halmstad, Sweden
KUNG-FU
1,221,800 Rex, Helsingborg, Sweden
GHOSTS AND GOBLINS
105,700 Iain Bowden, Bearsden, Glasgow
GRADIUS
12,670,000 Julian Rignall, C+VG
OPERATION WOLF
983,029 Roy Gay, Brixton, London
PRO-AM RACING
305,692 M C Warlock, Plymouth
RUSH 'N' ATTACK
1,203,700 Paul Stokes, Aberdare, Wales
SUPER MARIO BROS
9,999,990 David Hillhouse, Workington
SUPER MARIO BROS II
Stage 7-2 Danny Stevens, Stratford
TOP GUN
175,000 M C Warlock, Plymouth

GAMEBOY

SUPER MARIOLAND
682,440 Gas Goumas, Athens, Greece
TETRIS
311,627 Gareth Harper, Co Londonderry, N Ireland

PC ENGINE

ALIEN CRUSH
110,301,300 Steve Creasey, Dorking, Surrey
ALTERED BEAST
576,900 Anthony Bird, Cheshire
BLOODY WOLF
1,084,100 Satnam Bains, Southall, Middlesex
CHAN AND CHAN
1,519,500 William Wong, Nr Stockport, Cheshire
DEEP BLUE
201,930 Steve Creasey, Dorking, Surrey
DRUNKEN MASTER
999,999 Bryan Servante, Stevenage
DRAGON SPIRIT
1,162,372 Andrew Dowling, London
FANTASY ZONE
2,644,900 Gareth Harper, Co Londonderry, N Ireland
GALAGA 88
1,436,480 Bryan Servante, Stevenage
GUNHED
14,067,810 Rolf Simonetta, Oefwil, Switzerland
LEGENDARY AXE
3,676,260 Dave Rose, Boreham Wood
NINJA WARRIORS
227,250 Anthony Bird, Cheshire
ORDYNE
266,710 Danny Bannister, Streatham, London
P-47
1,118,300 Steve Creasey, Dorking, Surrey
R-TYPE
973,300 Onn Lee, Nottingham
PACLAND
1,113,100 Graham Prior, Shinfield, Reading
ROCK ON
39,229,400 Rex, Helsingborg, Sweden
R-TYPE II
167,200 Rex, Helsingborg, Sweden
SIDEARMS
1,191,500 William Azzoug Spalding, Lincs ire
SON SON II
806,870 Paul Copsey, Nr Southend, Essex
SPACE HARRIER
31,271,260 Anthony Bird, Cheshire
SUPER WONDERBOY
1,096,860 David Skipper, Skipton, N Yorks
TWIN HELI
4,272,000 Rolf Simonetta, Oefwil, Switzerland
VICTORY RUN
19:22:23 Satnam Baines, Southall, Middlesex
VIGILANTE
99,990 Anthony Bennett, Worksworth, Derbyshire

C64

ALTERED BEAST
356,400 C Maddocks, Killamarsh, Sheffield
APB
49,655 C Maddocks, Killamarsh, Sheffield
ARKANOID
564,900 Graham Gurgan, Co. Down, N Ireland
ARMALYTE
35,511,100 Gustaf Sjoblom, Saudi Arabia
BATMAN - THE MOVIE
616,420 Gaspart Arnand, Belgium
BOMBUZAL
326,060 Jack Howarth, Failsworth, Manchester
BLASTEROIDS
3,562,950 Graham Gurgan, Co. Down, N Ireland
BUBBLE BOBBLE
6,341,420 Kevin Killen, Romford, Essex
CABAL
243,794 Gareth Meney, Strathclyde, Scotland
DALEY THOMSON'S CHALLENGE
10,670 Tony Repo, Helsinki
DENARIS
417,700 Carl Patterson, Walsall, W Midlands
DRAGON NINJA
760,000 Matthew Hill, Adelaide, Australia
GREAT GIANNA SISTERS
128,628 Gaspart Arnand, Belgium
IK+
588,000 Ste Markey, Liverpool
LAST NINJA II
999,999 Andre Hastings, Australia
MICKEY MOUSE
567,650 Daniel King, Manchester
NEW ZEALAND STORY

HIGH SCORES

3,415,600 Luke Hetherington, Yeovil
OPERATION WOLF
1,000,300 B Hardcastle, Cranleigh, Surrey
PACMANIA
1,950,220 Mark Henn, Highgate, London
POWERDRIFT
Course B: 880,290 Steven Ball, Romford, Essex
RAMBO III
962,400 Wolfman D, Nelson, Lancs
RENEGADE III
79,995 Jukka Piira, Finland
ROBOCOP
1,950,000 Scott Langford, Redcar, Cleveland
R-TYPE
678,360 Luca Ceccarelli, Tirli, Italy
SALAMANDER
303,400 David Leitch, Milton, Glasgow
SILKWORM
1,288,900 Christer Bjorkman, Finland
TEST DRIVE II
203,850 Paul Warwick, S Victoria, Australia
THUNDERBLADE
2,044,190 J M Clayton, Ryton, Tyne & Wear

ST

AFTERBURNER
62,731,830 Damion Williams, Bearsden, Glasgow
ALIEN SYNDROME
936,800 Andrew Stamp, Portsmouth, Hants
ALTERED BEAST
473,000 Gary Liew, London
ARKANOID
730,390 Julian Rignall, C+VG
ARKANOID II
525,630 Jaspal Jandu, London
BAAL
287,450 Jan Dobrodumow, Bradford, W Yorks
BACKLASH
1,450,800 James Boyd, London
BEYOND THE ICE PALACE
199,430 Richard Jeffries, Haddenham, Bucks
BLASTEROIDS
7,473,325 Richard Halton, Horwich, Bolton
BLOOD MONEY
340,000 Chris Hall, Houghton-Le-Spring, Tyne & Wear
BUBBLE BOBBLE
6,345,720 Colin Tracey, Colchester
BUGGY BOY
107,340 Colin Tracey, Colchester
CONTINENTAL CIRCUS
3,555,370 Neil Evens, CHeltenham, Gloucestershire
DRAGON NINJA
110,120 Philip Hogg, Liverpool, Merseyside
DYNAMITE DUX
562,500 Alex Ware, Sheffield
ELIMINATOR
4,240,730 Colin Tracey, Colchester, Essex
EMPIRE STRIKES BACK
550,166 Ian Pinder, Pudsey
FLYING SHARK
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FORGOTTEN WORLDS
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SPACE HARRIER
6,143,100 Ben Key, Sheffield
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529,599 Stephen Simpson, Otley
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STRIDER
3,896,999 Andrew Dowling, London
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34,819,671 Paul Lomas, Cannock, Staffs
SWITCHBLADE
243,540 Paul O' Keeffe, London SE14
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618,510 Richard Davis, London
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496,100 Stephen Simpson, Otley
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8,944,860 Colin Tracey, Colchester, Essex
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1,556,850 Colin Tracey, Colchester, Essex

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AFTERBURNER
16,189,480 Remko de Gilde, Holland
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676,753 Daniel Sprangers, Gressendam, Holland
BATMAN THE MOVIE
2,007,600 Martin Allsop, Burton-On-Trent, Staffs
BLOOD MONEY
177,550 Tim Lehane, Co Cork, N Ireland
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805,261 Lior Meiry, Israel
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COMPETITION RESULTS

Here are the results to the comps held in the March issue of C+VG. The Mega comp claims are still coming in, and all are sent direct to US Gold. If you've made a claim, expect your prize to be delivered in the next six weeks.

MARCH HOTLINES

LINE ONE

We're gonna take you to the zoo tomorrow...
Roger Henderson, Huntingdon, Cambs

LINE TWO

A heap of software (£150.00 worth to be exact) is currently being delivered to...
S James, London, SW11

LINE THREE

Who won the Sega Megadrive? Well, the lucky person is...
Graham Smith, Shrewsbury

LINE FOUR

Six Code Masters CD-ROM games were up for grabs on this line - and the winners are...
Kevin Brownslow, Stevenage, Herts
Mark Fredrickson, Chester
Geraint Powell, Swansea, Mid Glam
William Day, Braintree, Essex
P Clinton, Leeds
Steve Harris, Edinburgh

THE C+VG CHALLENGE

Got a couple of records in the highscore tables? Think you're a bit nifty with a joystick? Then here's the chance to really prove yourself in the C+VG CHALLENGE!

Every month we'll be selecting a player to come down on an all-expenses paid trip to the C+VG offices in London to challenge one of the C+VG team - Paul Glancey, Paul Rand or Julian Rignall - on his favourite game. So get practicing - the C+VG team are no slouches when it comes to playing games - and fill out your top scores on the form below. If they're good enough, your scores will be entered into the C+VG Official UK Highscore Table, and, if you're really lucky, you could be selected to come down to London to test your mettle against one of the team!

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HAMMERFIST

BY VIVID IMAGE

C+VG HIT!

Tense? Nervous? Headache? If your poor old bod is getting you down why not ditch it, stick your mind into electronic storage and let a holographic body keep up appearances?

I'll tell you why not. The electronic gubbins is always breaking down and losing track of its occupants, and this is just what's happened to Hammerfist and Metalisis. They're annoyed to find that they now have to share one hologram, so they decide to smash the powerful mind storage corporation and its unscrupulous leader, The Master.

Luckily, having two people in one body is pretty handy in these situations. When a bit of running around or jumping is essential to the quest, you can switch the hologram into the form of either Metalisis (an agile woman with a mean kick), or Hammerfist (a meaty bloke with a laser-firing jackhammer-hand).

The Master's complex is made up of 128 screens, all packed with his technicians and robots programmed for defence. These villains constantly assail our heroes, draining their energy while they bash up security consoles to open the way to the next room.



▼ Zap the nasty vegetable on the 64 version.



▼ *Hammerfist*



Bashed baddies drop sparkling fizzles which recharge Hammerfist's piston paw and his supply of laser shots, as well as replacing both or either player's lost energy. If both Metalisis and Hammerfist run out of energy, then they cease to exist in a rational sense and the game is over.

UPDATE

Versions are coming for ST (£24.99) as well as Amstrad and Spectrum (both £9.99). Fundamentally, they will be no different from the versions reviewed above.

AMIGA £24.99

Programmed by Andrew Bond, the Amiga version sports impressive graphics and sound (with four selectable in-game soundtracks no less!), but gameplay remains exactly the same, right down to the weirdo controls. Still, any arcade fans would do well to check this baby out.

OVERALL 88%

C64 £9.99

The first thing that strikes you about Hammerfist is the very complex control system which requires a variety of joystick movements accompanied by double and even triple fire button presses(!). Initially, it all seems a bit too much, but persevere for a ten minutes or so and you soon get into the swing of things. Once you get stuck into the gameplay Hammerfist becomes very enjoyable. The combination of two different characters in one works very well, and the action is satisfyingly destructive, though, if I were to quibble I would say the continuous need to collect energy makes progress slow. Still, I suppose that makes the enjoyment last even longer. Marvellous graphics, marvellous sounds, marvellous gameplay. In a word, marvellous.

PAUL GLANCEY

GRAPHICS	90%
SOUND	83%
VALUE	86%
PLAYABILITY	87%

OVERALL 87%

ESCAPE FROM THE PLANET OF THE ROBO





BY DOMARK

The evil Reptilons, the slimiest alien race in the entire universe, have invaded the colony on Planet X and have enslaved all the humans - including Earth's most brilliant (and most beautiful) scientist, Professor Sarah Bellum! All the captives are being forced to make a robot army which the Reptilons intend to use to invade Earth! Eeek!!

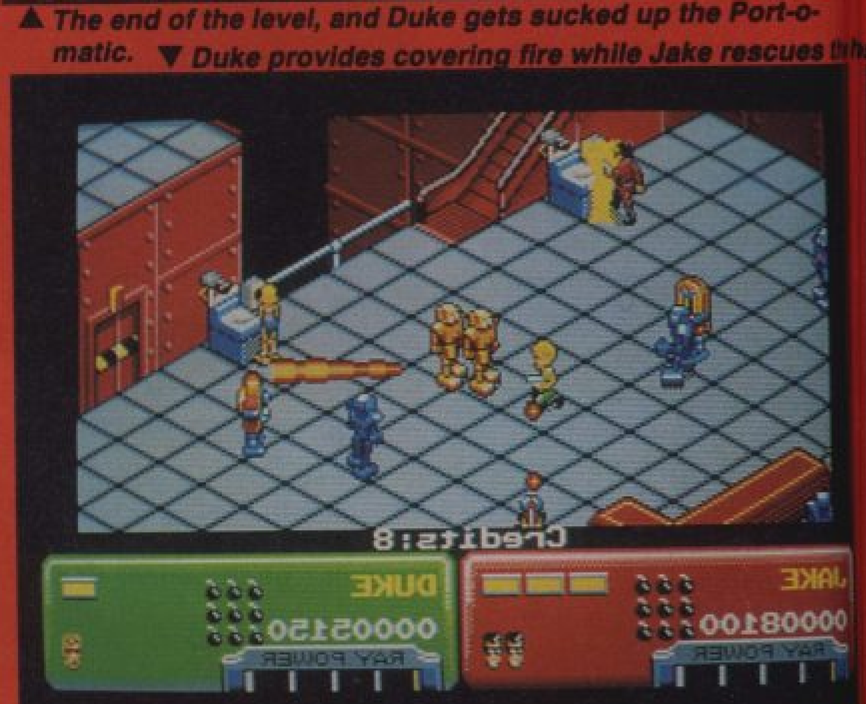
Jake and Duke, two well-hard interplanetary commandos and Reptilon disposal specialists, have been lumbered with the job of kicking lizard butt and sending them back from whence they came. So stopping only to pick up a couple of upgradable laser guns and a cache of megabombs, off they fly to Planet X.

The Planet is split into 17 huge forced-perspective 3D areas. Each is packed with enslaved humans and teeming with Reptilon robots which attempt to bash and blast the heroes and wear down their energy bars - so destroy them before they get you! Humans are rescued when touched (they can also be shot, so be careful with those lasers), and when all on that level have been saved, you can head for the port-o-matic exit which leads to the next screen.

At the end of every level



▲ The end of the level, and Duke gets sucked up the Port-o-matic. ▼ Duke provides covering fire while Jake rescues th



V THE PLANET







▲ Yuk! Duke is impaled on the oscillating spike-o-tron.

s the stages. ▼ Ride the Cybersleds to the next level.



you either tackle a Reptilon wave, or a Canal Maze ride. The former is a battle between you and a giant Reptilon - simply destroy him before he stomps you. The Canal Maze ride is a speedy race through a maze in a rocket sled where you have to find the exit before the timer expires to earn bonus points.

If you manage to battle all the way through to the final level you confront the chief Reptilon, and he is one b-i-g, ugly son-of-an-alien! If you can blast this slimy sucker, Planet X is saved. Fail, and he'll use your thigh-bones as toothpicks!

C+VG HIT!

UPDATE

We've seen an early demo of the Spectrum version and it's looking very good indeed. Amstrad and C64 versions are coming soon - we'll keep you posted in the Updates section.

OT MONSTERS

AMIGA £24.99

The graphics are identical to the ST version, the tune is miles funkier and there's sampled speech too! A superb coin-op conversion which should be put at the top of your shopping list.

OVERALL 94%

ST £19.99

With superb introductory screens which are just like a cheesy old 50's B-movie, Escape From the Planet of the Robot Monsters is brilliant from the start. The action is really hectic, with loads of frantic running, dodging and blasting required to stay alive. And of course, in all this maniacal mayhem you've got to be careful not to accidentally blow up the people you're supposed to be rescuing! The graphics are simply marvellous, with many brilliant little touches giving the game a really wacky feel - just watch what happens, for example, when you walk off the edge of a platform, or get caught on spikes! The demented pounding soundtrack also deserves a special mention - it's great and fits the action perfectly! Robot Monsters is slick, humorous, graphically brilliant and ultra-playable - miss it and you deserve to be fed to the Reptilons!

JULIAN RIGNALL

GRAPHICS	94%
SOUND	94%
VALUE	90%
PLAYABILITY	96%
OVERALL	94%


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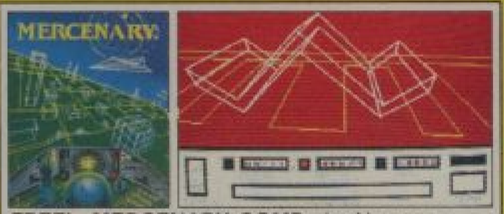
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C+VG HIT!

DYNASTY WARS

BY US GOLD



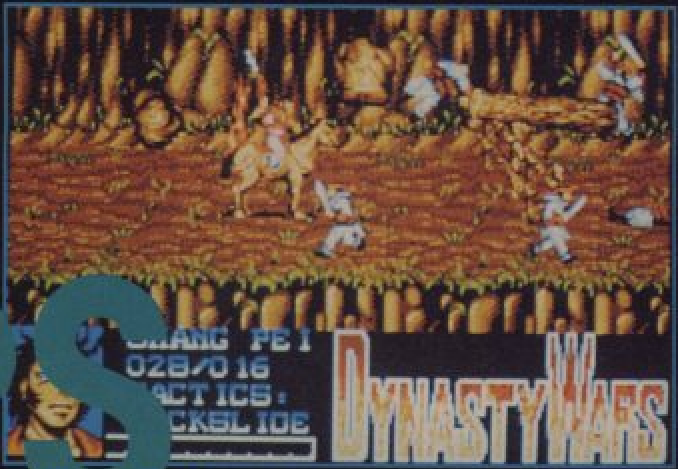
▲ *Shang Fei gets down to some brandishing with his Snake Halberd*

The scene is mid 16th century Japan. Two powerful dynasties, the evil Kai clan and the good Han family, are locked in a tremendous power struggle. War has been raging for weeks and things are looking grim for the Han dynasty. Desperate measures have to be taken...

Enter the player as one of four key Han fighters - either Lui Bei, Kuan Yu, Shang Fei or Shao Yun. What you've got to do is get on your horse and ride a suicide mission straight at the Kai army, break through their ranks then kill all their generals. This involves hacking and slashing your way through horizontally scrolling landscapes packed with foot soldiers, avoiding their swords and arrows to keep your energy bar healthy, confronting the general at the end of each level and wearing down his energy bar with repeated sword or lance strikes before he does the same to you.

As you travel further into the game the generals become tougher and tougher, and there are also war machines to destroy, rock falls to dodge, and energy-sapping fireballs to ride around. This mission is a tough one - but if you succeed and kill all the generals, the Kai army will be in complete confusion, allowing the Han forces to easily sweep to victory. Failure, though, means an end to your dynasty.

WARS





▲ Shang Fei shows no mercy with his pointy stick.





ST
£19.99

I liked this game a lot in the arcades, and I'm pleased to see that this conversion retains the coin-op's great playability and presentation. At the start of the game, where you pick the member of the Han family you want to play, there are some beautifully drawn static screens. In the game itself the tiny soldier sprites are really nicely drawn and animated, and the main horse sprite is excellent. The action is pretty tough, and at first it seems like there are just too many foot soldiers and archers to cope with - and the generals certainly take a lot of beating! However, practice makes perfect, and after a while you're soon sweeping through the ranks scattering soldiers like ninepins - which is great fun! Dynasty Wars is a slick, graphically brilliant and very playable game which offers an unusual twist on the beat 'em up theme. It won't be everyone's cup of tea, but it's well worth checking out.

JULIAN RIGNALL

GRAPHICS	91%
SOUND	83%
VALUE	80%
PLAYABILITY	87%
OVERALL	**85%**

UPDATE

We've seen early demos of the Spectrum and C64 versions, and both are looking good, particularly the Spectrum, which has some marvellous monochrome graphics. An Amstrad version is on the way, but nothing has been seen of that yet. Amiga Dynasty Wars is coming along nicely, and will feature improved graphics and a great soundtrack.



▲ *Wake the sleeping troll and you'll be sorry!*



Thor's no fan of rolling stones. ▶

BY FIREBIRD

FIRE & BRIMSTONE

Being a Norse god was never easy for Thor, what with all those drenchings in rain clouds and only a hammer for a best mate. Things have taken a downward turn now, though, as his fellow deities have volunteered him to take on the massed forces of the fiendish goddess, Hel, which are rising up through Midgard to the very walls of Asgard itself!

At the start of the game, Thor leaves his country cottage and sets off across five flip-screen, platform worlds. To finish each level he has to collect four sections of a key, which are scattered hither and thither amongst the screens. Out to stop him, of course, are all of Hel's demons, dragons, ghosts, skeletons, witches, ogres and even mutant gravestones and supernatural water droplets.

Unfortunately, the silly god has left his favourite weapon, Mjollner the hammer, at home, but he can see off attacking nasties with his lucky mace and magic fireballing capabilities. Other weapons are available en route, as are magic potions providing bridges over obstacles, extra jumping ability, lightning smart bombs and illumination in dark rooms.



UPDATE

An Amiga version is in the pipeline, and as usual it should feature better graphics and sound. No other versions are planned.

ST
£24.99

At first glance the platform shoot 'em up action and terrific graphics make this look like a terrific Ghouls 'n' Ghosts clone. If only programmer Steve Bak had left it at that, but instead he's added puzzle elements which make the gameplay very frustrating. There are hidden deathtraps everywhere and they act so quickly that you get no time to escape disaster. That would be frustrating enough, but the randomness of the potions can also work against you. For instance, by the fifth screen on level one you should have picked up three potions, but if the game hasn't made one of them a bridge potion, you might as well reset and start again because there's no way to continue beyond that screen! If you create a bridge you can continue to screen six, but if you die there, the game sends you back to screen five which is now impassible again because the bridge has disappeared! There's an awful lot to Fire and Brimstone and the game looks superb, but you'd have to be endowed with superhuman gamesplaying powers and a lot of luck to fully appreciate its merits.

PAUL GLANCEY

GRAPHICS	88%
SOUND	69%
VALUE	72%
PLAYABILITY	70%
OVERALL	**70%**



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SKI OR



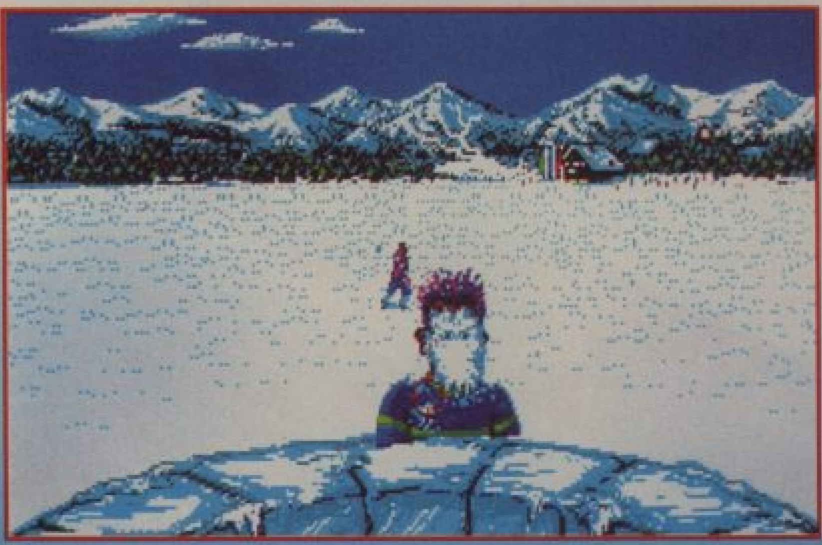
RODNEY'S WINTER WONDERLAND

Mission control, so to speak. Here, up to four players can sign in, and you can choose whether to practice, or compete in some or all of the events.



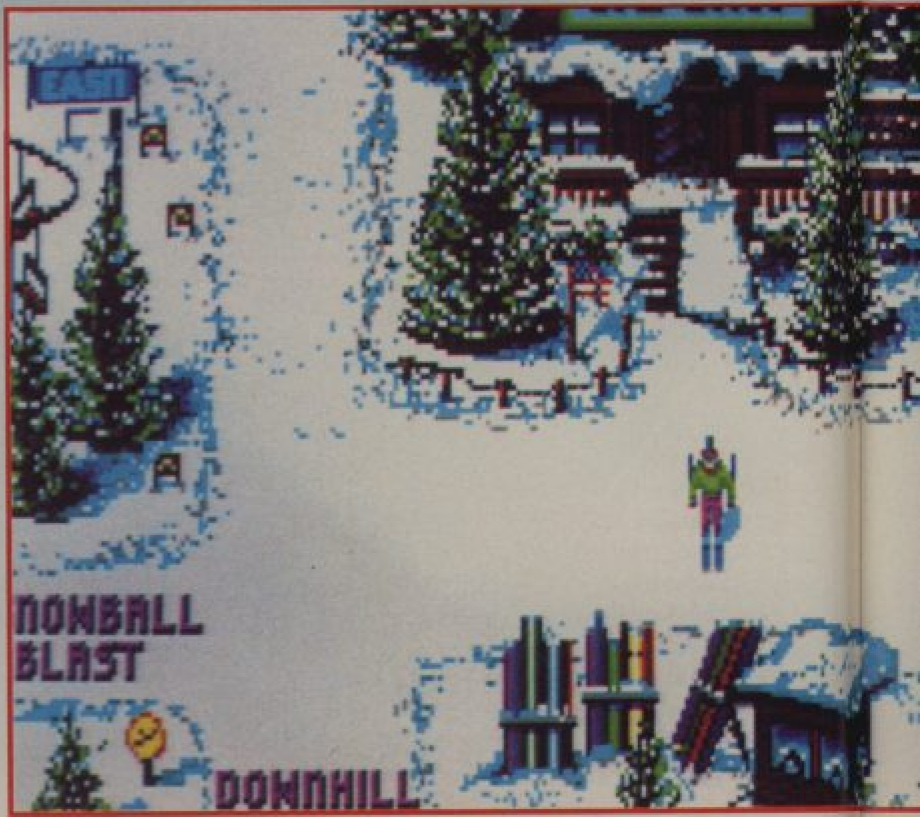
DOWNHILL BLITZ

Whizz down the vertically scrolling screen, trying to stay on the narrow, twisting track and leaping over hazards for extra points - all against the clock. One false move and... aaaagggghhhh!



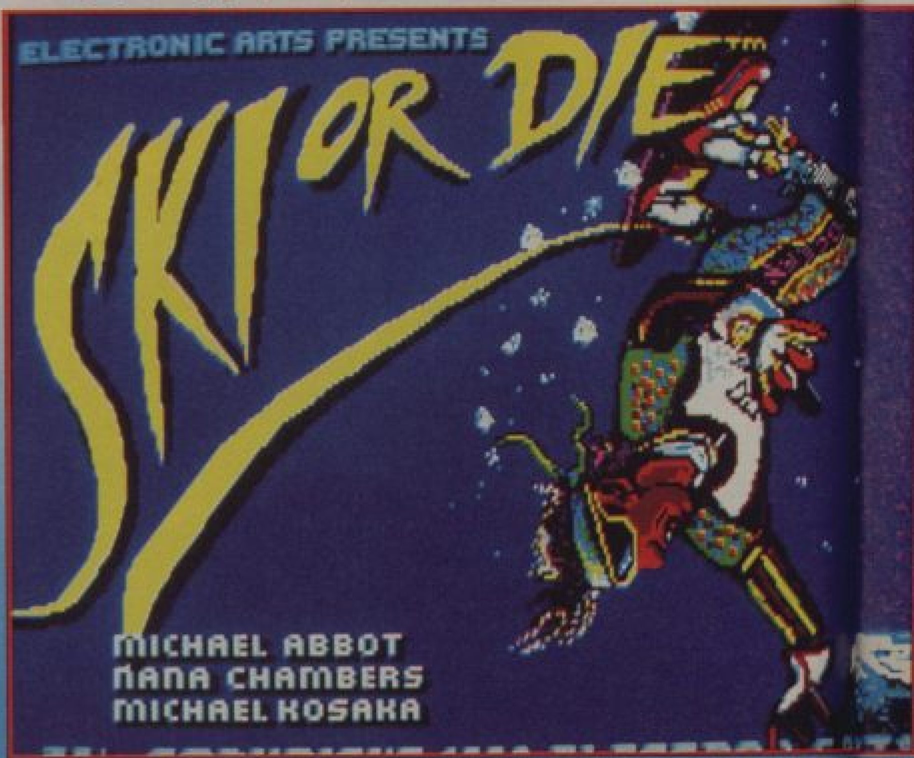
SNOWBALL BLAST

You're holed up in a snow-bunker in the park armed only with a snowball splurge-gun - and all the local kids are out to get you! Aim with your sights and snowball as many as possible before the timer expires!!



▲ *Choose your event outside Rodney's place.*

▼ *Nifty opening graphics, eh?*



OR DIE



ACRO AERIALS
Ski down the short slope, launch yourself into the air and perform as many aerial stunts as possible. The more complicated and spectacular they are, the more points the judges will award you.



PC
£24.99

Some multi-event sports simulations are just a collection of superficial games with the emphasis on quantity, not quality. Not Ski or Die! As well as being fun to play, all five events have plenty of depth and are all challenging and enjoyable games in their own right. My particular favourites are the brilliant Toobin'-inspired innertube thrash (which is great fun in two-player mode - it's impossible not to scream and shout at your opponent, especially if he or she punctures your toob) and the marvellous Operation Wolf-style snowball blast. None of the events are easy to master, and there's loads of scope to constantly improve your scores (and get them on the auto-save record table)! The graphics are brilliant, with superb attention to detail - just watch what happens when you blast a snowballer in the face at close range, for example. Ski or Die is by far the best sports game available on the PC, and the best thing of all is that you don't need a top-of-the-range PC to appreciate it!

JULIAN RIGNALL

GRAPHICS	91%
SOUND	81%
VALUE	87%
PLAYABILITY	93%
OVERALL	90%

C+VG HIT!



UPDATE
Electronic Arts were a bit limp and feeble when we asked them about other versions, and they said that there's a slim possibility of C64 and Amiga versions later this year. Are they mad? Ski or Die is brilliant and should be out on all machines! So get a ruddy move on with it!!!



INNERTUBE THRASH
It's you versus loathesome Lester in this one or two-player duel! Slide down a huge slippery slope in an inflated innertube and pick up darts and stanley knives so you can slice your opponent's tube! Better still, bump him off the course! Just make sure you're first across the finish line!



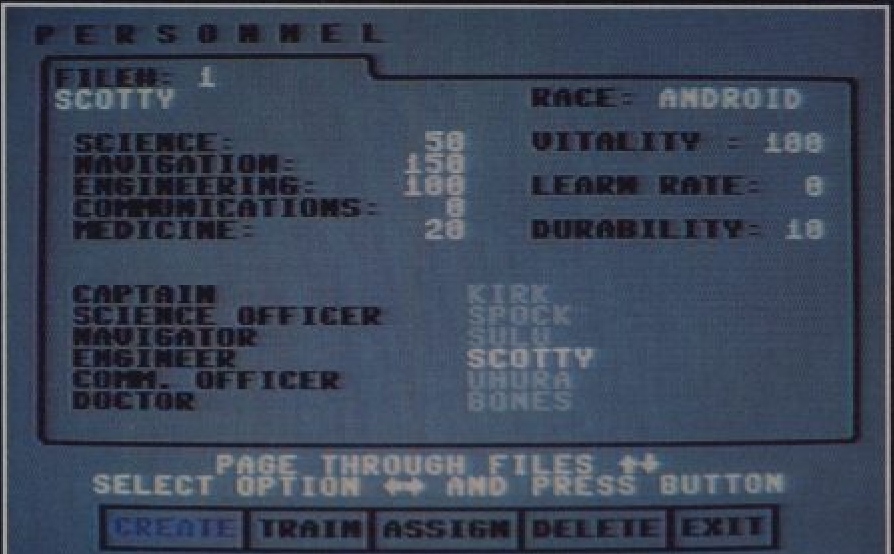
SNOWBOARD HALFPIPE
Grab your snowboard and surf down a long 3D snow half-pipe doing as many tricks as possible within the time limit. But watch out for chainsaw-wielding bunnies, who'll slice you down if you go anywhere near them!

REVIEW ▶C64

STARFLIGHT



▼ *Assign your crew, then boldly go..*



BY ELECTRONIC ARTS

As a starship commander controlled by Interstel, your aim is to make money - lots of it. The place to do it is right above your head, up there in the vast unfathomed depths of space.

After gathering a crew and kitting out your craft with cargo pods, it's time to set off for the void: an entrepreneurial hunting ground fraught with as much risk as reward.

Your two primary goals are inextricably linked: to gather information and generate revenue. Cash is initially gained from the sale of minerals, artifacts, lifeforms and their data, and from recommending viable colony worlds - but you can also dabble in a little piracy if your skills are up to it.

Starflight comes with a map of the system - but a map only shows you where to go, not what you'll find there. The downside of prosperity is the danger of getting killed, and there are adequate opportunities for doing just that...

UPDATE

16-bit versions should be available as you read this: £24.95 on the PC and £24.99 on ST and Amiga. Expect improvements in graphical display and disk access time.

▼ *Sensors indicate mineable substances.*



C64 DISK
£14.99

Starflight plays like a cross between Elite and Psi-5 Trading Company, combining a vast, complex universe with a hierarchical ship command structure and concise visual display. Its strategic elements are superb: you soon learn to explore the brown and blue class planets for life forms, and adopt varied tactics in combat against alien races. The Velox, for example, can be treated with hostility because they surrender fairly easily, but the Thrynn should be avoided at all costs, since without major defence customisations they'll soon convert your ship into free ranging atoms. The beginning can be repetitive (you have to do a lot of mining if you want to get tough quickly) but you only need to do it once. The only major faults are the sluggish disk access and the fact that the action doesn't look or sound too impressive. For this reason Starflight will probably appeal more to those who like to concentrate on strategy rather than arcade gamesplayers.

GORDON HOUGHTON

GRAPHICS	60%
SOUND	43%
VALUE	78%
PLAYABILITY	86%
OVERALL	**84%**

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OPERATION WOLF

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DOUBLE DRAGON

"Skilful programming has taken the superb graphics and addictive game play of the monster arcade hit and faithfully reproduced it on the home computer."



R-TYPE

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▲ Aha! A shop...



▲ Kid's only got enough dosh for a bag of magic.

KID GLOVES

BY MILLENNIUM

Little Kid is in a heap of trouble, but how was he supposed to know his grandfather's boxing gloves were magic? As soon as he put them on he found himself in the middle of the rain forest surrounded by parrots! Will he ever see his home again?

He might do, if he survives the journey back through a 50-screen platform game. His path is barred by the usual selection of monsters and pickups (including keys, extra lives and fruit) in a flick-screen environment. The only out of the ordinary features are the nifty spells - although you don't know what effect one has until you've tried it out - and the option to transport yourself back three screens if you get stuck.



▲ How's Kid going to reach all that cash?



▼ *A few death coins will see off this giant.*

UPDATE

At the moment there are no plans for 8-bit or PC versions.

AMIGA £24.99

Virtually the same game as the ST down to the last sound effect. It's nothing unusual, but it should please people who pant after pukkah platform products.

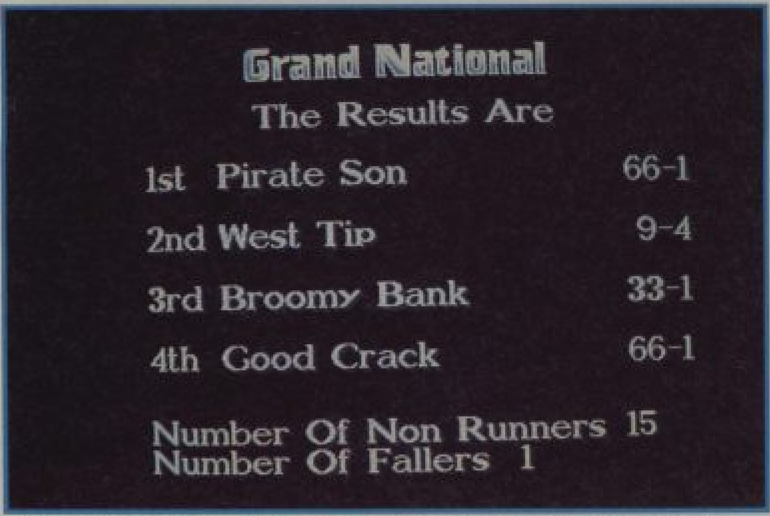
OVERALL 73%

ST £24.99

Kid Gloves has no more to offer than any other platform game, but it's still good fun. The presentation, apart from an innovative stage shadow effect, is pretty minimal, and the collision detection is highly dodgy making gameplay frustrating at times - but it doesn't stop you wanting to have one more go. This is partly because the backgrounds are so varied: after every ten levels the theme completely changes, the weirdest and best being the psychedelic section with its mass of abstract colour. It's also compelling because of its sense of humour and range of impressive weaponry. Twin World and Rick Dangerous are better examples of this type of game, but if you're tired of those two, this is a challenging alternative.

GORDON HOUGHTON

GRAPHICS	79%
SOUND	64%
VALUE	51%
PLAYABILITY	72%
OVERALL	**73%**



▲ *66-1! If only you'd put your money on Pirate Son!*

GRAND NATIONAL

BY ELITE

If mounting nags and having a flutter on the fillies is your bent, Grand National makes good horse sense. Career around Aintree in the quest for success over one, five or ten seasons; place bets on the favourites and buy new stable stock with your winnings.

The race presentation features a combination of overhead and side-on views. Overhead is more detailed, showing all the other horses in the race, but side-on allows you to time the jumps perfectly.

Riding a horse and whipping it around a race course is no task for the faint-hearted. Jump too soon or too late and your season ends in failure. Thrash the beast too hard and its legs give way, but let it off lightly and you won't see the leaders for dust.

▼ *Whoops! Willy Carson takes a tumble at the first fence.*



UPDATE

The Spectrum version has been around for about four years (!), but no other versions are planned.

AMIGA £19.99

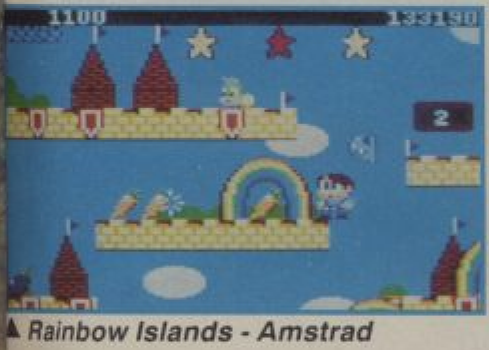
Creating a game based on horse racing is an ambitious idea, and Elite have carried it off very well. Every aspect from betting through buying horses to winning a race has been brilliantly executed, including a neat control and display system, and some of the best sampled speech I've ever heard on the Amiga. The betting sequences are a good idea, too - the form book doesn't guarantee the winner, so plonking half your initial capital on the race favourite could leave you with a £5,000-shaped hole in your pocket. There are only a couple of drawbacks: the long-term monotony of racing and the cumbersome post-race results sequence - each element of speech is loaded in separately, and it takes too long before you're racing again. A practice ride option would have helped to get you into the swing of competition, and would have provided an initial way round the program's occasional slowness. Apart from that, the animation of the horses is realistic and the sound effects appropriately sparse. It's really a question of horses for courses: if you like a bet on the nags, take a look.

GORDON HOUGHTON

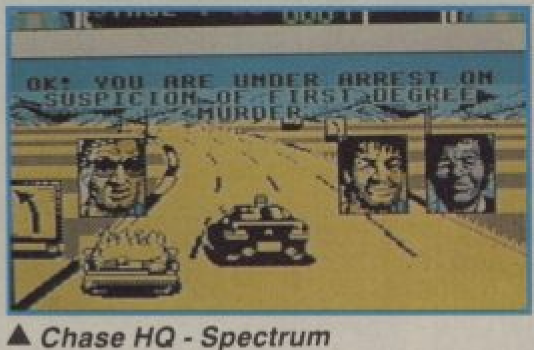
GRAPHICS	79%
SOUND	86%
VALUE	86%
PLAYABILITY	75%
OVERALL	79%

THE GALLUP ALL FORMATS TOP 20

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	1	PAPERBOY	ENCORE	●	●	●	●	●
2	3	FANTASY DIZZY	CODE MSTRS	●	●	●	●	●
3	-	IKARI WARRIORS	ENCORE	●	●	●	●	●
4	5	BUGGY BOY	ENCORE	●	●	●	●	●
5	-	RAINBOW ISLANDS	OCEAN	●	●	●	●	●
6	2	CHASE HQ	OCEAN	●	●	●	●	●
7	14	COMBAT SCHOOL	HIT SQUAD	●	●	●	-	-
8	-	CAPTAIN BLOOD	PLAYERS	●	●	●	●	●
9	7	BATMAN	OCEAN	●	●	●	●	●
10	12	T I DIZZY	CODE MSTRS	●	●	●	●	●
11	13	GHOSTS/GOBLINS	ENCORE	●	●	●	●	●
12	10	GHOULS/GHOSTS	US GOLD	●	●	●	●	●
13	-	1943	KIXX	●	●	●	●	●
14	9	ROBOCOP	OCEAN	●	●	●	●	●
15	-	SUPER HANG ON	HIT SQUAD	●	●	●	-	-
16	-	SPY VS SPY II	HI-TEC	●	●	●	-	-
17	4	TURBO OUTRUN	US GOLD	●	●	●	●	●
18	-	FOUR SOCCER SIMS	CODE MSTRS	●	●	●	-	-
19	19	SPACE HARRIER	ENCORE	●	●	●	●	●
20	-	MiG 29	CODE MSTRS	●	●	●	-	-



▲ *Rainbow Islands - Amstrad*



▲ *Chase HQ - Spectrum*

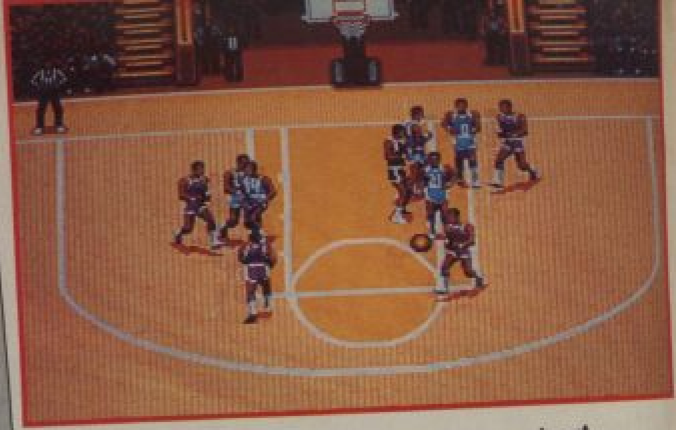


▲ *Ghosts 'n' Goblins - ST*

These are obviously lean times for full price software companies - only Ocean and US Gold seem to have the business cracked, so the budget houses are cleaning up. Still, most of this month's charting cheapos are pretty decent games, though it's surprising to see Paperboy at the top two months running. It's a good game - but not that good, surely?

AMIGA TOP 20

1	-	TV Basketball	Mirrorsoft	93%
2	-	Italia 1990	Code Mstrs	18%
3	-	Supercars	Gremlin	80%
4	-	Manchester Utd	Krisalis	93%
5	-	X-Out	Rainbow A	92%
6	4	Advanced Ski Sim	Code Mstrs	66%
7	-	Captain Blood	Smash 16	75%
8	-	Rainbow Islands	Ocean	93%
9	2	Op Thunderbolt	Ocean	89%
10	1	Bomber	Activision	89%
11	5	Shadow of t' Beast	Psygnosis	78%
12	8	Kick Off	Anco	84%
13	-	Infestation	Pygnosis	80%
14	-	Double Dragon 2	Virgin	79%
15	12	Space Ace	E I	39%
16	15	T I Dizzy	Code Mstrs	77%
17	9	Hard Drivin'	Domark	91%
18	3	Chase HQ	Ocean	93%
19	-	Ninja Warriors	Virgin	86%
20	-	Drakkhen	Infogrames	90%



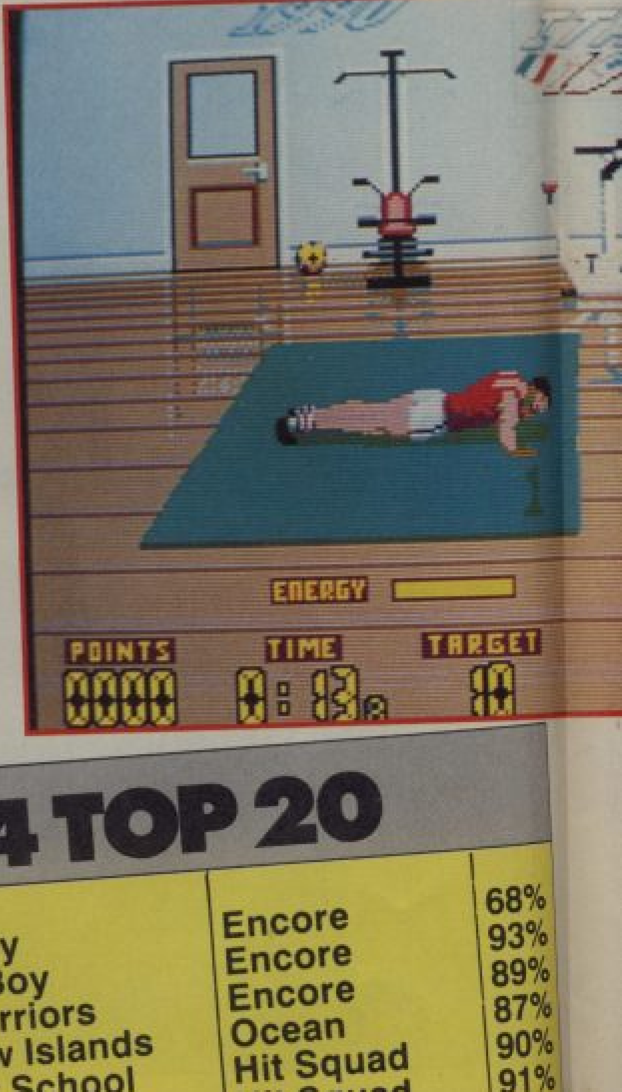
▲ *TV Sports Basketball - top of the chart.*

A crop of fine games in the Amiga Top Twenty this month and it's left to Code Masters to throw a fly in the ointment with their abysmal Italia 1990 game. There are much better World Cup games on the way, so just hold onto your money for a while, eh?

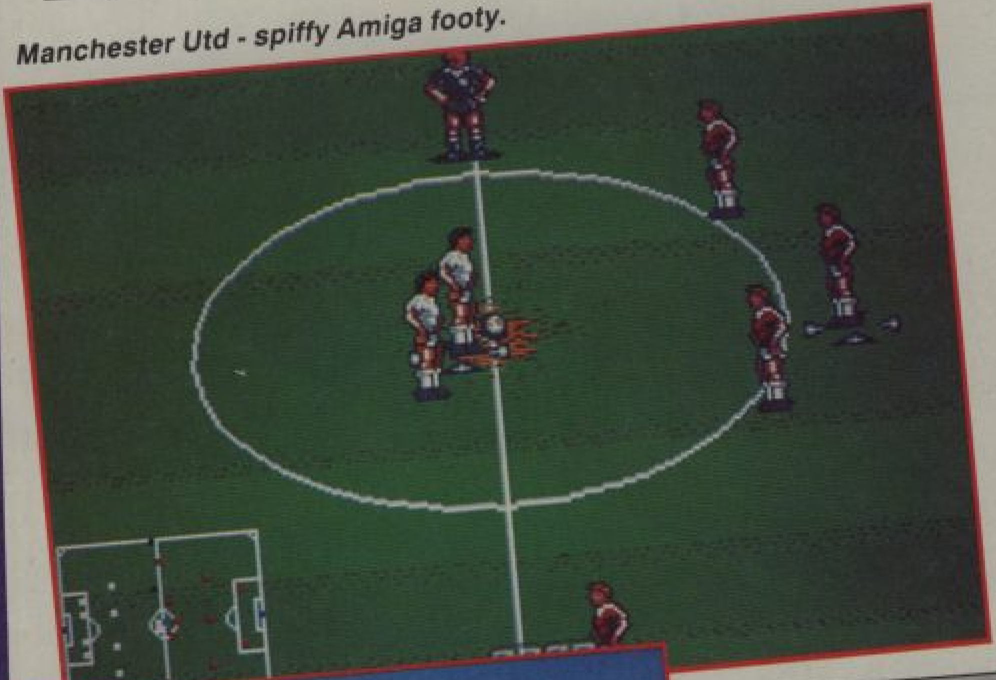
PG'S TIP FOR THE TOP

MIDWINTER: It's finally been released and will no doubt be at the top of the heap by next month.

Italia 1990 - loved by ST and Amiga owners.



Manchester Utd - spiffy Amiga footy.





▲ *Spy vs Spy II - a budget corker.*

Paperboy still at the top!? Yeeeuch! Encore seem to have a firm hold on the top of the chart, and while Paperboy isn't the best of games, Buggy Boy and Ikari Warriors are deserving chart toppers. Why is Spy vs Spy 2 in the chart but not Spy vs Spy (which is better)?

PG'S TIP FOR THE TOP

FIENDISH FREDDIE'S BIG TOP O' FUN: The C64 version of the super 16 bit circus caper is out very soon!

C64 TOP 20

1	1	Paperboy	Encore	68%
2	3	Buggy Boy	Encore	93%
3	-	Ikari Warriors	Encore	89%
4	-	Rainbow Islands	Ocean	87%
5	4	Combat School	Hit Squad	90%
6	5	IK+	Hit Squad	91%
7	9	Mig 29	Code Mstrs	49%
8	-	Super Hang On	Hit Squad	20%
9	12	Robocop	Ocean	90%
10	-	1943	Kixx	49%
11	-	Spy Vs Spy II	Hi Tec	85%
12	-	Platoon	Hit Squad	85%
13	-	Captain Blood	Players	79%
14	-	Four Soccer Sims	Code Mstrs	70%
15	2	Turbo Outrun	US Gold	93%
16	17	Space Harrier	Encore	45%
17	6	Chase HQ	Ocean	33%
18	-	World Soccer	Zeppelin	70%
19	-	Winter Games	Kixx	88%
20	8	Ghouls & Ghosts	US Gold	87%



▲ *Midwinter - it's gonna be big!*

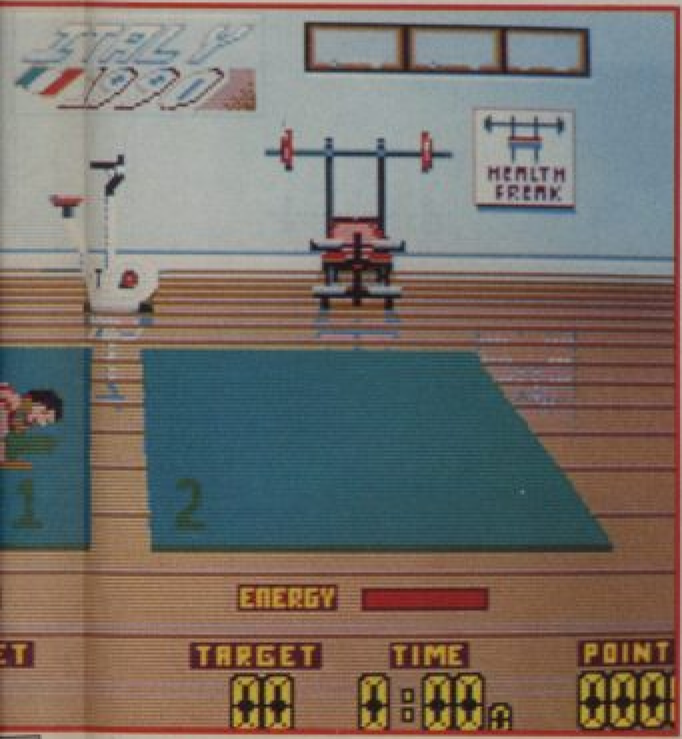
ATARI ST TOP 20

1	-	Rainbow Islands	Ocean	88%
2	-	Italia 1990	Code Mstrs	28%
3	-	Supercars	Gremlin	82%
4	6	Advanced Ski Sim	Code Mstrs	67%
5	-	Op Thunderbolt	Ocean	89%
6	-	Captain Blood	Smash 16	75%
7	7	Ghouls & Ghosts	US Gold	85%
8	-	Player Manager	Anco	85%
9	15	Hard Drivin'	Domark	92%
10	5	Chase HQ	Ocean	96%
11	9	Extra Time	Anco	85%
12	11	Batman	Ocean	85%
13	13	Ninja Warriors	Virgin	87%
14	1	Bomber	Activision	89%
15	2	Chaos Strikes Back	Mirrorsoft	96%
16	-	Adv Rugby Sim	Code Mstrs	69%
17	18	T I Dizzy	Code Mstrs	79%
18	16	Turbo Outrun	US Gold	80%
19	-	Drakkhen	Infogrames	90%
20	20	Future Wars	Delphine	79%

Last month's number one, Bomber goes into a tailspin and dives to number 14, leaving the top spot free for the fabulous Rainbow Islands. The abominable Italia 1990 makes a rather soggy impact at number two.

PG'S TIP FOR THE TOP

MIDWINTER: Astounding adventure in the snow. On the shelves now, and at number one next month, I'll be bound.

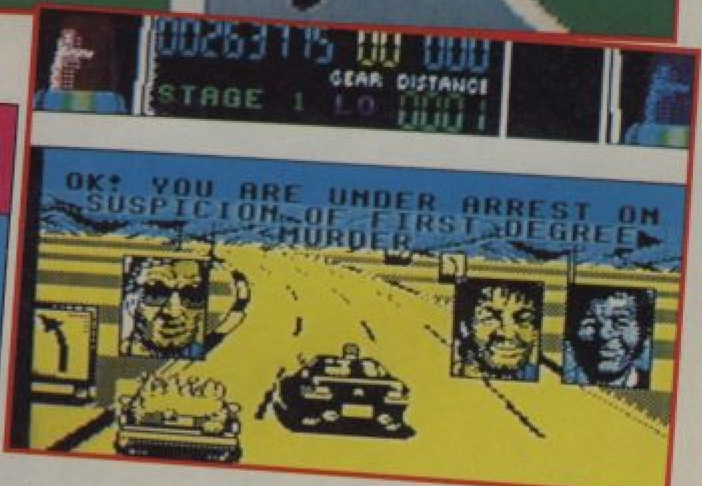




▲ *Buggy Boy - brilliant (and cheap!)*

SPECTRUM TOP 20

1	1	Fantasy Dizzy	Code Mstrs	81%
2	2	Paperboy	Encore	89%
3	5	Ghosts & Goblins	Encore	89%
4	-	Ikari Warriors	Encore	80%
5	4	T I Dizzy	Code Mstrs	80%
6	-	Short Circuit	Hit Squad	70%
7	7	Buggy Boy	Encore	72%
8	-	2 Plyr Superleague	Cult	80%
9	3	Chase HQ	Ocean	97%
10	-	World Soccer	Zeppelin	70%
11	-	Platoon	Encore	85%
12	17	Space Harrier	Encore	80%
13	-	Rampage	Hit Squad	74%
14	10	Batman	Ocean	93%
15	13	Combat School	Hit Squad	90%
16	-	1943	Kixx	50%
17	15	Renegade	Hit Squad	84%
18	-	Super Hang On	Hit Squad	87%
19	-	Beardsley's Footy	BugByte	58%
20	-	Striker	Cult	79%



▲ *Chase HQ - drops a gear.*

Only two full price games in the entire top twenty!! Will no-one pay for original full-price Spectrum product these days!? Seems you Spectrum owners only want to play football or games starring intrepid eggs.

PG'S TIP FOR THE TOP

RAINBOW ISLANDS: A great conversion which deserves to do well, but will you cheapskate Spectrum owners shell out the necessary cash? Hmmm...

AMSTRAD TOP 20

1	1	Fantasy Dizzy	Code Mstrs	85%
2	2	Paperboy	Encore	85%
3	-	Ikari Warriors	Encore	83%
4	5	Pub Trivia	Code Mstrs	75%
5	10	Buggy Boy	Encore	90%
6	3	Chase HQ	Ocean	97%
7	7	Combat School	Hit Squad	80%
8	-	1943	Kixx	60%
9	-	Ghouls & Ghosts	US Gold	86%
10	5	Batman	Ocean	87%
11	13	Robocop	Ocean	89%
12	-	Super Hang On	Hit Squad	81%
13	-	Spy vs Spy 2	Hi Tec	85%
14	-	Captain Blood	Players	78%
15	-	Four Soccer Sims	Code Mstrs	70%
16	12	Turbo Outrun	US Gold	85%
17	8	Ghostbusters II	Activision	80%
18	11	Op Thunderbolt	Ocean	80%
19	17	Miami Vice	Hit Squad	77%
20	14	Gazza's Soccer	E I	54%



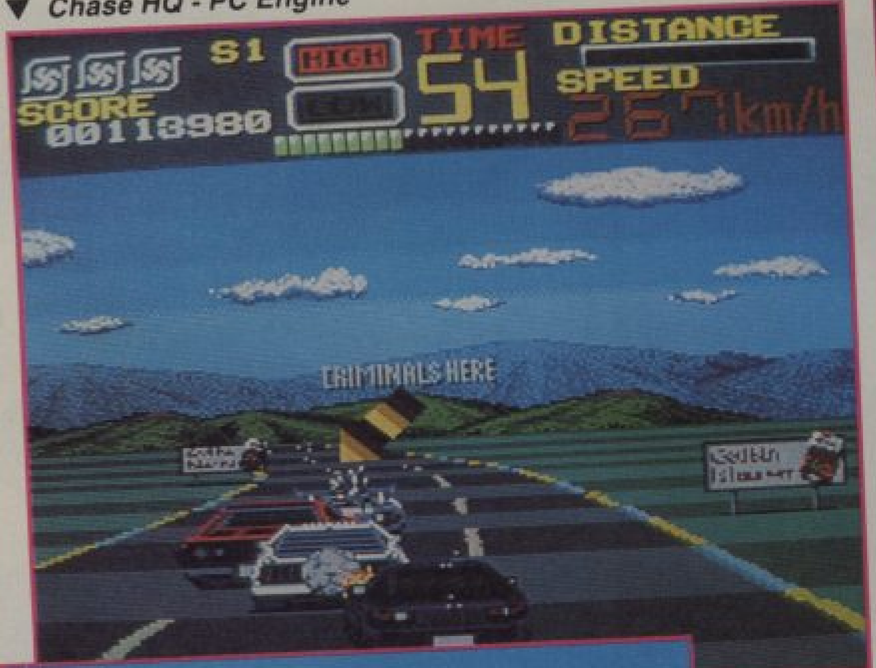
▲ *Roll up, roll up - Fiendish Freddy.*

A fair sprinkling of decent budget and full-price titles with the top two games unchanged from last month. Ikari Warriors makes a good number three, and it's good to see Spy vs Spy 2 in the chart, but what about Guardian II?

PG'S TIP FOR THE TOP

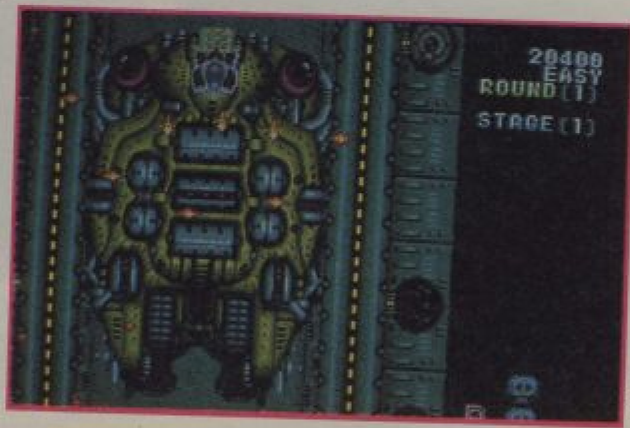
FIENDISH FREDDY'S BIG TOP O' FUN: A superb conversion of Mindscape's 16 bit circus japes.

▼ *Chase HQ - PC Engine*



▼ *Ghouls 'n' Ghosts - Megadrive*





▲ *Tatsujin - Megadrive*


▲ *PC Kid - PC Engine*

PC ENGINE TOP 5

1	-	Chase HQ	88%
2	2	PC Kid	95%
3	-	Heavy Unit	57%
4	-	Super Volleyball	80%
5	-	Wonderboy III (CD)	93%

PC ENGINE CHART

Chase HQ deservedly takes top spot. Heavy Unit is a disappointing number three and Wonderboy's presence suggests there are a surprisingly large number of CD ROMs about. This chart is compiled exclusively for C+VG by Spectresoft of Covent Garden.

MEGADRIVE TOP 5

1	4	Ghouls 'n' Ghosts	94%
2	1	Golden Axe	96%
3	5	Tatsujin	92%
4	-	Curse	82%
5	-	Herzog Zwei	82%

MEGADRIVE CHART

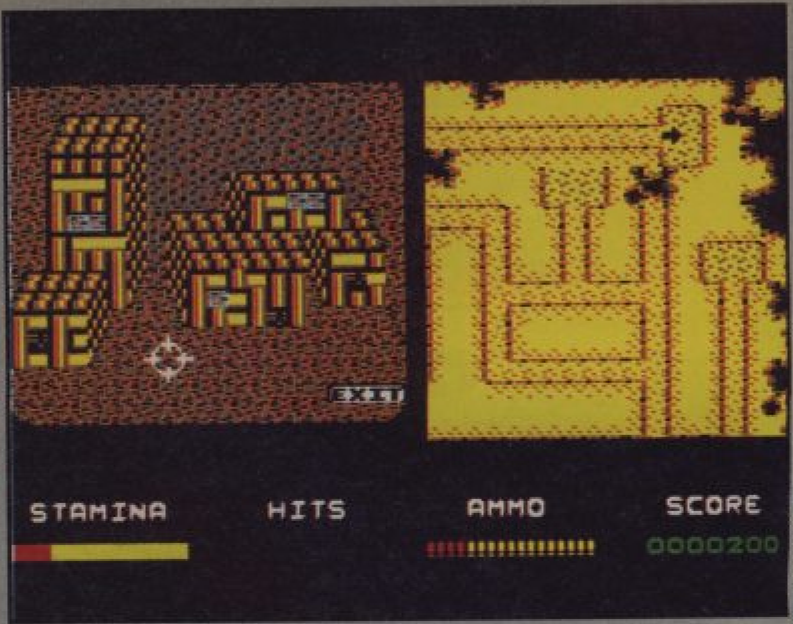
The two newies nudge their way into the bottom of the chart, but they may well be nudged out again next month by Zealand Story and the excellent Super Real Basketball. This chart was compiled exclusively for C+VG by Spectresoft, Covent Garden.



THERE'S NOWHERE
TO HIDE FROM...
SLY SPY
Secret Agent
MANY LAUGH IN THE FACE OF DANGER
BUT QUAKE IN THE SHADOW OF
SLY SPY SECRET AGENT
THE ARCADE
ACTION THRILLER
NOW FOR YOUR
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BUDGET

PLATOON
HIT SQUAD



The blockbuster film tie-in of 1987 blazes a trail of blood, sweat and violence onto the budget battleground, with the player taking the role of a raw recruit in Vietnam, desperately trying to escape both the oncoming Viet Cong and a barrage of Napalm from his own side.

The game is split into six levels, ranging from a romp through a maze of Vietnam jungle to a shoot-out with the enemy and a final blast though mine-infested wasteland. The player must use a number of gaming skills if he is to survive and escape.

Platoon is as good now as it was then, and with its cheaper price it cannot fail to shoot up the charts. It's addictive, has fantastically atmospheric graphics and sound throughout, and most of the sections could easily make it as stand-alone games themselves. In short, a title which you'd be absolutely loopy to miss out on.



AMSTRAD £2.99

A brilliant game which perfectly re-creates all the action and excitement of the film. Don't miss it!

OVERALL 94%

SPECTRUM £2.99

Colour is used to good effect, and the gameplay is as engrossing as the 64 version.

OVERALL 94%

C64 £2.99

A highly addictive game with loads crammed into it - Platoon is a winner!

OVERALL 94%

ARCADE FRUIT MACHINE
ZEPPELIN

SPECTRUM £2.99

A fairly average fruit machine simulator which should keep a bandit addict happy for a couple of hours - but nothing more.

OVERALL 39%

Here's one for the bandit addicts out there - a whole fruit machine inside your computer! It's got three reels, skill chance, gambles, repeat, and a loadsamoney jackpot!

However, even though it's got all the features you'd find on an average fruit machine, I honestly cannot see any point whatsoever in playing it. The attraction of a bandit is to win money, not points. And saying that, this isn't a particularly good machine either - it's frustratingly tight with the feature holds, and the repeat function is completely obscure.

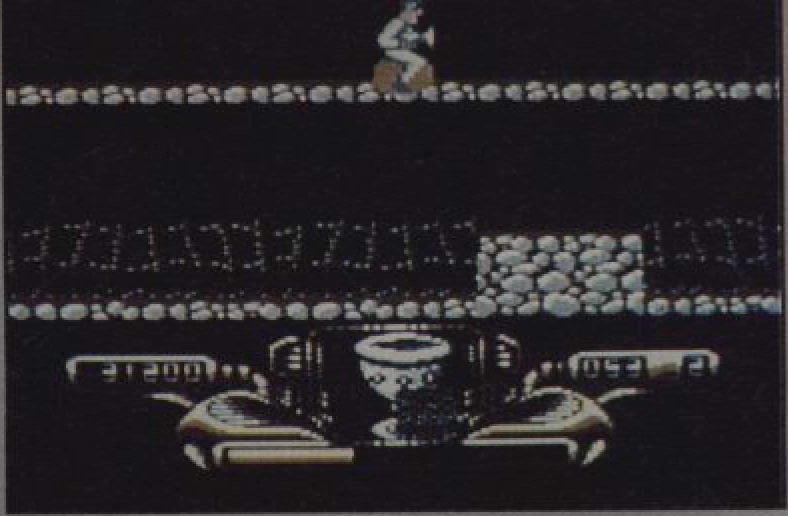
A complete and utter fruit machine nutter might glean a few hours entertainment from this, but after that it becomes incredibly tedious to play.

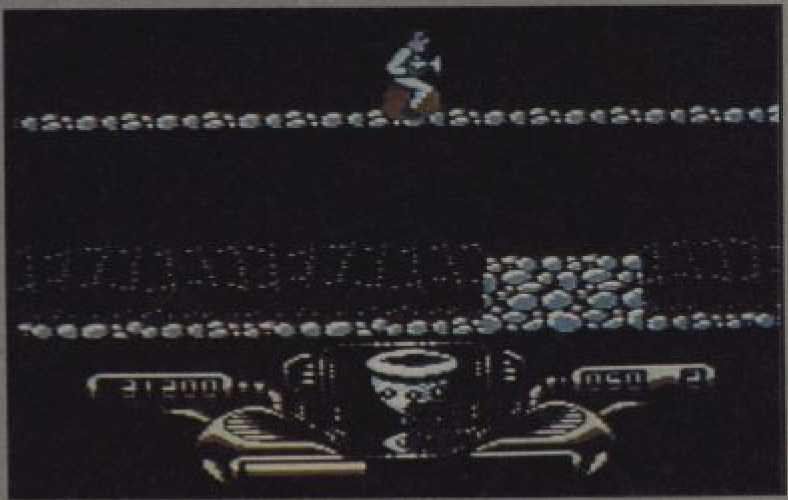


PSYCHO HOPPER
MASTERTRONIC

Remember those big orange bouncy hoppers? Of course you do, sproinging and bounding around the streets, trying to squash the cat - they were great. Now here's a game about a man who spends his life plonked on top of his Bounce Bubble (tm), collecting treasure and duffing up the bad guys as he travels through a series of caves. If any of the baddies collide with you, they damage your hopper, and too many hits spells doom - or at least, a hole in your hopper.

Psycho Hopper makes a pleasant change after seeing so much re-released software at this price. There's nothing of any great note in there, except the urge to play on after you've copped it, and in my eyes that's really the most important factor of any game, cheap or otherwise.





C64
£2.99

There's nothing like good, old fashioned enjoyment, and Psycho Hopper delivers it in abundance.

OVERALL 74%

SPECTRUM
£2.99

Nothing outstanding, but a jolly 'n' bouncy collect 'em up nonetheless.

OVERALL 74%

ITALIA '90
CODE MASTERS

Not content with hyping naff software with a totally sensationalist blurb, Codemasters have gone one better - they've introduced the Codemasters Seal of Quality to the inlay of Italia '90, one of the hottest licensing deals of the year...

And they've absolutely slaughtered it! There are two modes, a full footy match and a soccer skills section. The first has the player guiding his badly hobbling players (are these guys cripples or what?) around the pitch, kicking a ball which defies the laws of gravity, while the skills game involves waggling the joystick at varying speeds in order to make your player (whose sampled breathing sounds like he's a beer-swilling 40-a-day man) do banal things like press-ups and sit-ups.

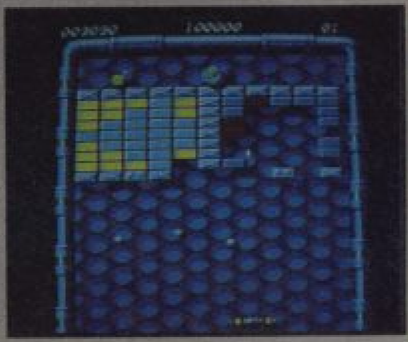
This is an appalling piece of software, even for £4.99. It might look nice, but it's about as much fun as kicking around a deflated football.

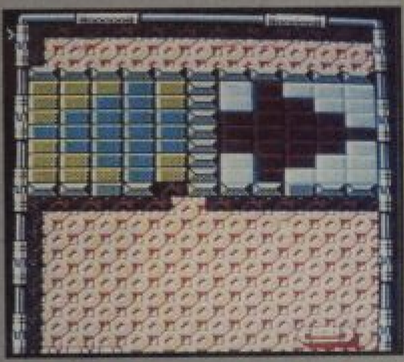
AMIGA
£4.99

Competent graphics, sound and presentation are ruined by appalling gameplay, making Italia '90 one of the worst football games around.

OVERALL 28%







ARKANOID
HIT SQUAD

Another re-release, this time the conversion of the classic Breakout derivative coin-op. Thirty two levels are simply aching to be beaten before you can get to the big baddie at the very end. Sitting snugly inside your Arkanoid fighter craft (which bears a startling resemblance to a Breakout bat), blast the enemy missile against the defence wall, picking up the power-ups as they fall. Points are scored for each brick hit, and when the wall is completely destroyed you move to the next, more difficult stage.

Arkanoid is a great Breakout game, and a smashing arcade conversion. The graphics aren't spectacular, but neither were those of the original; it's the gameplay that counts, and this game scores highly in that department. A must for everyone who enjoys bat 'n' ball games.

SPECTRUM
£2.99

The graphics are monochrome, but otherwise it's just as much fun as the C64 version.

OVERALL 84%

C64
£2.99

A brilliant Breakout game with lots of advanced features. Dig out three pound coins and spend them on Arkanoid.

OVERALL 87%

520ST-FM SUPER PACK



1Mb DISK DRIVE
£450 OF SOFTWARE

ARCADE GAMES

Arkanoid II	Imagine	£19.95
Beyond The Ice Palace	Elite	£19.95
Black Lamp	Firebird	£19.95
Buggy Boy	Elite	£19.95
Chopper X	Mastertronic	£9.99
Ikari Warriors	Elite	£14.95
Marble Madness	Electronic Arts	£24.95
Quadralien	Logotron	£19.95
Ranarama	Hewson Consultants	£19.95
Return To Genesis	Firebird	£19.95
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Starquake	Mandarin	£19.95
Test Drive	Electronic Arts	£24.95
Thrust	Firebird	£9.95
Thundercats	Elite	£19.95
Wizball	Ocean	£19.95
Xenon	Melbourne House	£19.95
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Atari CX40 Joystick	Atari Corp	£4.99

FREE ATARI BUNDLE VALUE: £458.97

The Atari Super Pack is ideal for you if you want to get off to a flying start with the best in entertainment software. The Pack includes a 520ST-FM with ½Mb RAM, a built-in 1Mb disk drive, over £450 of top games and a joystick. If you buy the Super Pack at Silica Shop, we will add our own ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for details.

£399 INCLUDING VAT

With SM124 mono monitor: £498 INC VAT — With SC1224 colour monitor: £698 INC VAT

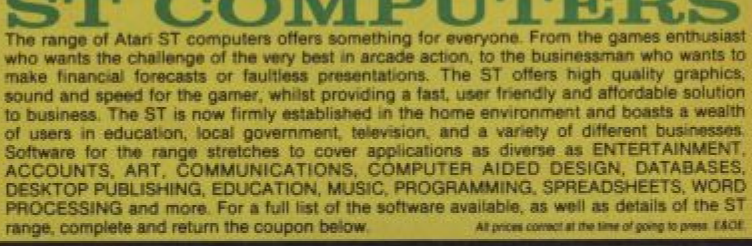
ATARI ST

ST COMPUTERS

The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

All prices correct at the time of going to press. E&OE

520ST-FM EXPLORER PACK
WITH BUILT-IN 1Mb DISK DRIVE



The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

£260

ONLY £2.51 PER WEEK — RETURN COUPON FOR DETAILS

+VAT= £299

+ SM124 mono monitor: £398 INC VAT — + SC1224 colour monitor: £598 INC VAT

1040ST-FM PROFESSIONAL PACK

NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1Mbyte RAM and a 1Mbyte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator.) This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new 'Professional Pack' from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This 'Professional Pack' software will enable you to get straight down to business with your new computer. In addition to this software (worth £384.84), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for further information.

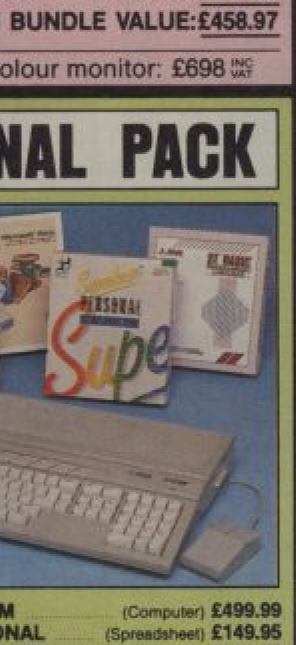


£499 INCLUDING VAT

ATARI 1040ST-FM	(Computer)	£499.99
VIP PROFESSIONAL	(Spreadsheet)	£149.95
MICROSOFT WRITE	(Word Processor)	£149.95
SUPERBASE PERSONAL	(Database)	£59.95
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	NORMAL RRP:	£884.82
	LESS DISCOUNT:	-£385.82
	PROFESSIONAL PACK PRICE:	£499.00

With SM124 mono monitor: £598 INC VAT
With SC1224 colour monitor: £798 INC VAT

2Mb & 4Mb MEGA ST



The MEGA ST computers are styled as as lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both Free Of Charge. Return the coupon for further details.

2Mb MEGA ST	4Mb MEGA ST
£899 INC VAT	£1199 INC VAT
+mono monitor = £998	+mono monitor = £1298
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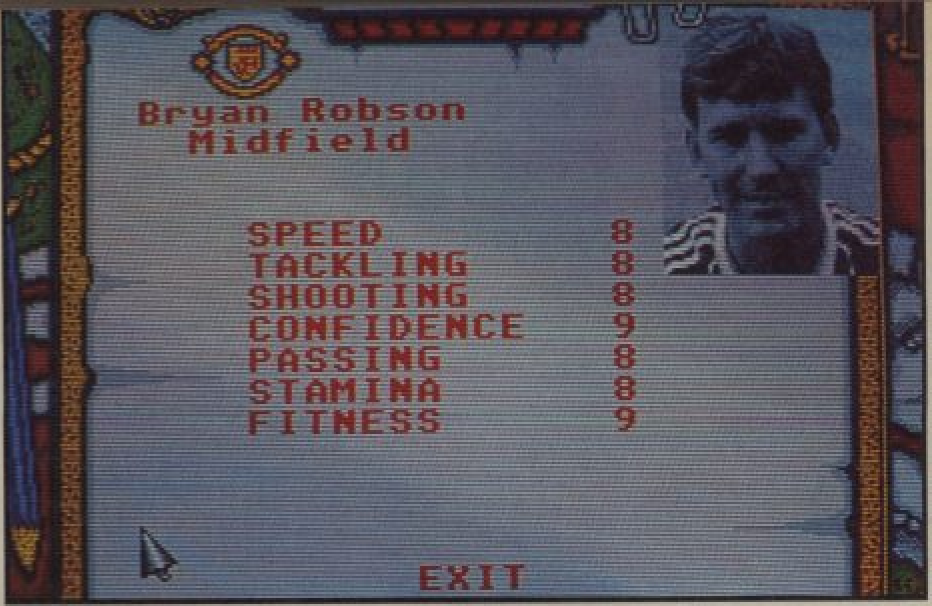
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UPDATE



MANCHESTER UNITED

KRISALIS

Manchester Utd on the ST follows the same lines as the Amiga version which we raved about last month. It's a cross between an arcade footy game and a management simulation, with you taking on the ominous role of Alex "Oh dear, we're two points away from relegation" Ferguson and his team. This version sports the same sensible use of icons, the same stack of beautiful graphics, both digitised and otherwise (although there are one or two minor omissions), and the same delightfully challenging gameplay as the Amiga version.

In fact, apart from a drop in sound quality and a slower disk access time which can get annoying at times, there's nothing to distinguish the two versions!

ST
£24.95

A brilliant football management-cum-player sim which other, forthcoming soccer games will be hard pressed to beat.

OVERALL 92%

FERRARI FORMULA ONE

ELECTRONIC ARTS

When we reviewed this on the Amiga way, way back, we absolutely raved about it. Now it's been released on the 64 and, well...

The object of Ferrari Formula One is simply to get yourself, your car and your team through a tough motor racing season, visiting all the classic courses such as Monaco, Hockenheim and our own Brands Hatch. This being a simulation rather than just a burn around the circuit, you get the opportunity to fiddle about with the insides of your motor before the race, tuning it to maximum efficiency and then sticking it in the wind tunnel to test those aerodynamics.

Other mags have been going ape over 64 FF1, but they obviously have a different version to the one we received - it's absolutely abysmal. The game seems rather neat until you get to the actual race, and this is where the whole thing collapses. Slow isn't the word for FF1; I'm not joking when I say that the game runs at a rate of less than three frames per second. Graphically it's fine, but who wants to play a game which looks lovely but plays like a dead fish in a vat of Blue Circle cement? Not I.

C64
£14.99

What could have been a pretty decent C64 conversion of a classic racing game turns out to be a pitifully slow waste of time. Avoid at all costs.

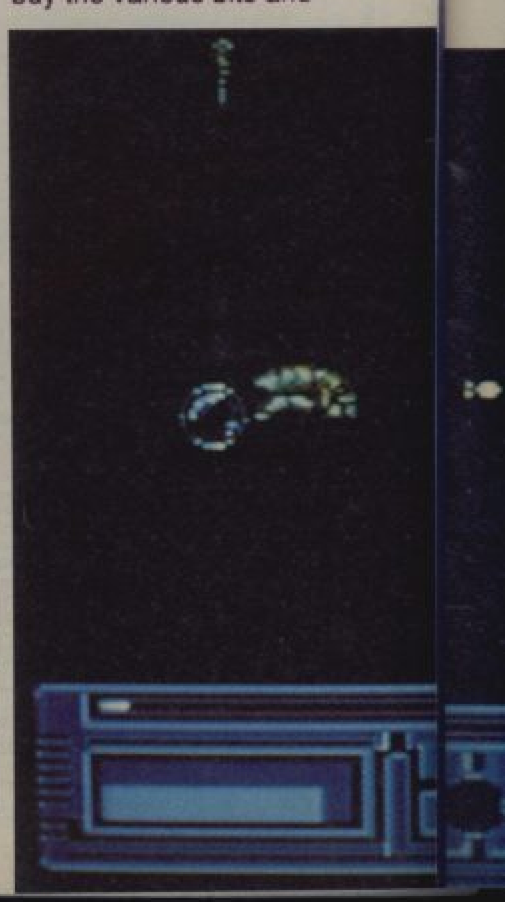
OVERALL 36%



X-OUT

RAINBOW ARTS

Jump into one of three amphibious fighter craft and blow up the alien hordes in the 64 conversion of the 16 bit Hit which we reviewed in the February issue. A horizontally scrolling all-out massacre set both in the air and underwater, X-Out features eight levels of hard and fast blasting action, a selection of ships and weaponry and an end of level shop in which to buy the various bits and



FIENDISH FREDDY'S BIG TOP O'FUN

MINDSCAPE

Running a circus isn't the easiest job in the world, especially if you have to put up with a rival the likes of which appears in this Amstrad conversion of the hilarious 16 bit multi-eventer which we awarded a Hit a while back.

The acts range from high diving, which starts with you jumping into a barrel of water and finishes with a leap into a tea-cup, to dangerous high wire-walking. All the way through, you must beware the deadly clown Fiendish Freddy, who will stop at nothing to put you out of business and into plaster!

Amstrad Fiendish Freddy is a surprisingly accurate conversion, with lots of colourful, humourous graphics, some of which (like the diving artist) are enormous! Unfortunately, there wasn't room for any sound which may put people off buying the game, but if I were you I'd at least have a good, long think about adding this neat little circus sim to your collection.



AMSTRAD
£9.99

Funny as well as challenging. Wear a corset while playing Fiendish Freddy, lest your sides split!

OVERALL 83%

pieces. Your score is transformed into dosh which you use to purchase the extra items - and you'll need loads of gear if you want to survive to the end!

C64 X-Out is a startling conversion, with first rate sprites and backdrops, accurate music and effects and some well-mean baddies who make life VERY difficult for you. The only gripe I have with the game is that the cassette loader is a little tortuous, but if you can put up with that (or have a disk drive) then you'll have no regrets buying this superb 8 bit shoot 'em up.

C64
£9.99

Apart from a pretty naff loader, X-Out is a fantastic game which blast fans will drool over.

OVERALL 88%



SPACE ROGUE

ORIGIN

Another title which was reviewed last month on a different format (we looked at the PC version), Space Rogue is a game which smacks of Elite, with a blend of 3D graphics, in-space dogfighting and a galactic trading system. The big difference between the two though is that, unlike Elite, there's an overall goal to Space Rogue - that of finding the murderers who blew your father to smithereens.

There isn't a lot else to say about this version that hasn't already been written in last month's review. Amiga Space Rogue is challenging, full of action and, although it runs at a slightly slower frame rate than the PC game, it's still fast enough to retain all the addictive qualities which its PC cousin holds. A superlative game.

AMIGA
£29.99

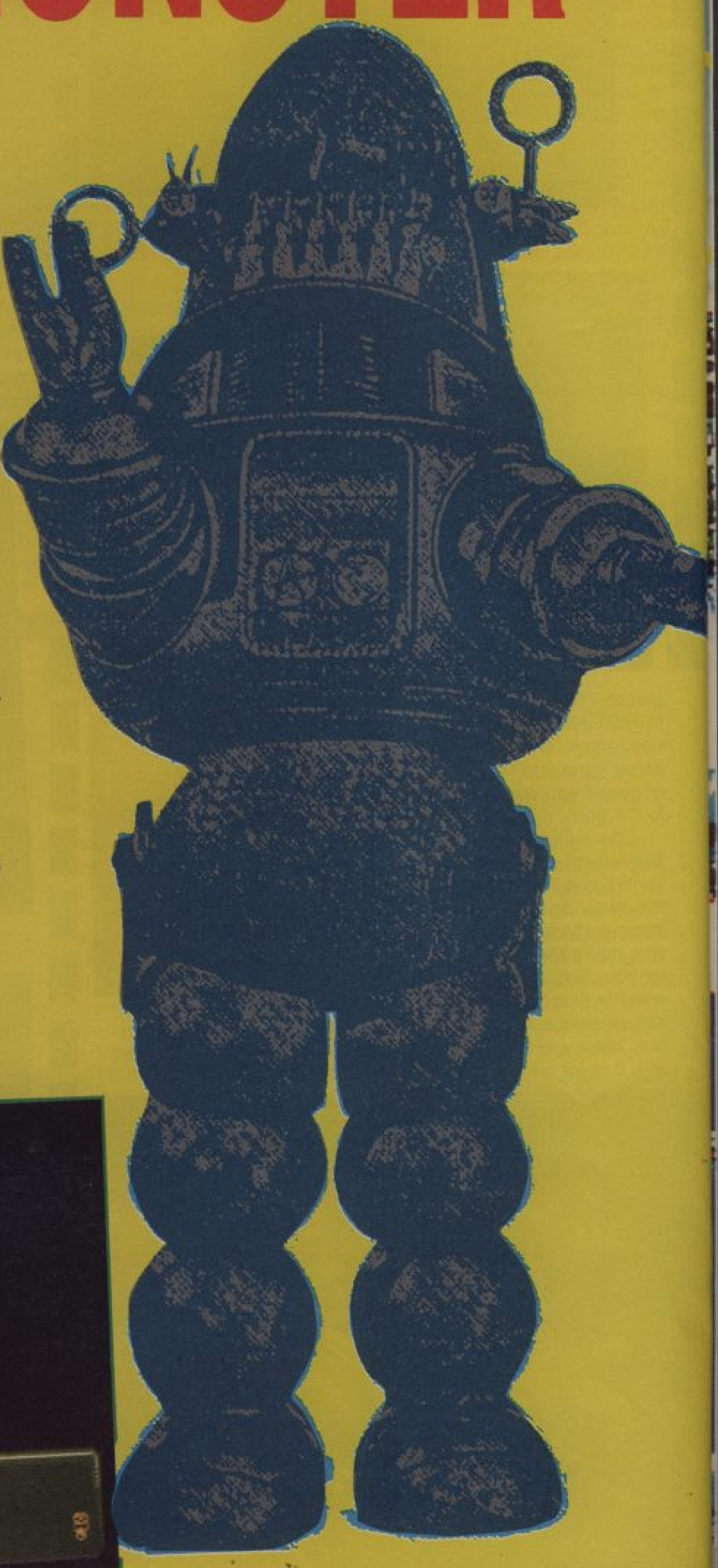
A true contender for Elite's crown, Space Rogue is a tough, demanding 3D space-opera which will keep fans engrossed for months.

OVERALL 94%





WIN A MONSTER ROBOT



Domark's brilliant Escape From the planet of the Robot Monsters is currently one of the C+VG team's fave games. In fact, the team has gone so completely Robot Bonkers, that they've decided to get together with Domark and organise this robo-comp!

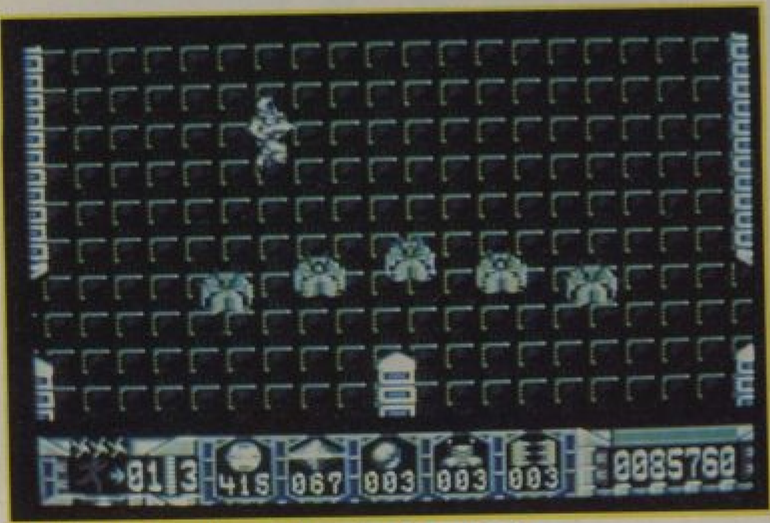
On offer comp is a stunning replica of the most famous of all robots - Robbie the Robot from the film Forbidden Planet. It's a collectors item and would normally cost over £100! But here it is, up for grabs! There are also six runners-up prizes of Tomy clock-bots - is their any end to Domark's generosity?

So how do you go about winning one of these fab prizes? Well, what we want you to do is draw us a robot. Any old robot will do - a mega robo-war-bot armed with 100 megaton nuclear warheads, a robo-reviewer-bot (we could do with some of those in the office!), a robo-footballer-bot... Anything really - your imagination is the limit. Don't worry if you're crap with crayons, 'cos we're not looking for artistic excellence. What we want is a good, original idea!

Send your drawing or painting to: WEALLY WEALLY WAUCOUS WOBBLY WOBBIE THE WOBOT COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date is May 31st.

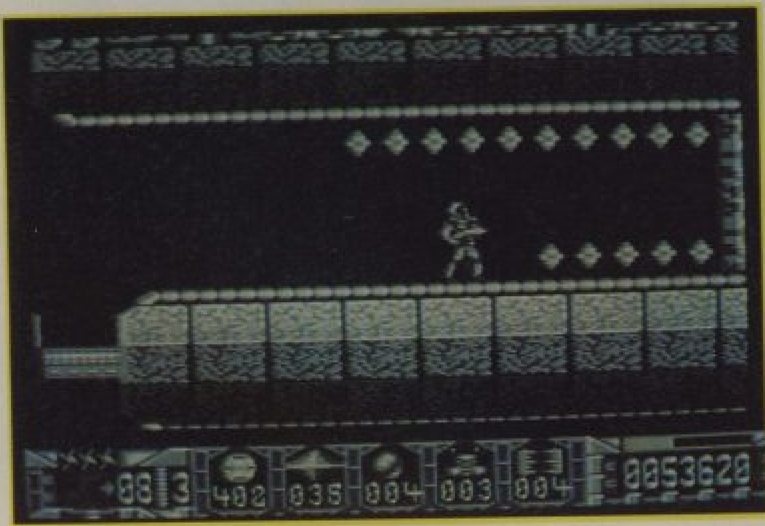



Castle Master
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Castle Master
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Atari ST C 64 Spectrum & Amiga Screenshots
Programmed by: Incentive Software © 1990 New Dimension International Ltd
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incentive
The Award Winners
DOMARK



▲ *Five green aliens, hanging in mid-air...*







▲ *The Alien level. Watch out for the dripping slime.*

▼ Be...aref



And here's us thinking that nightmares are caused by eating cheese after 9pm! The real blame lies in the three heads of the Morgul, who dwells far away in his dark kingdom, and grows stronger all the time by feeding on the fear which his presence instills in people.

Naturally, those folks are more than a little wary of going off to do battle with Morgul, so they build a robot, devoid of any notion of fear, to do the job for them - that robot is called Turrican, and it's you who controls him throughout the game.

Turrican carries his quest through five, eight-way scrolling levels, each one consisting of a number of different stages. Being a robot, he isn't limited to leg-work only - if the need arises, he can transform into an indestructible gyroscope for a limited period of time, so he can squeeze through normally impassable barriers.

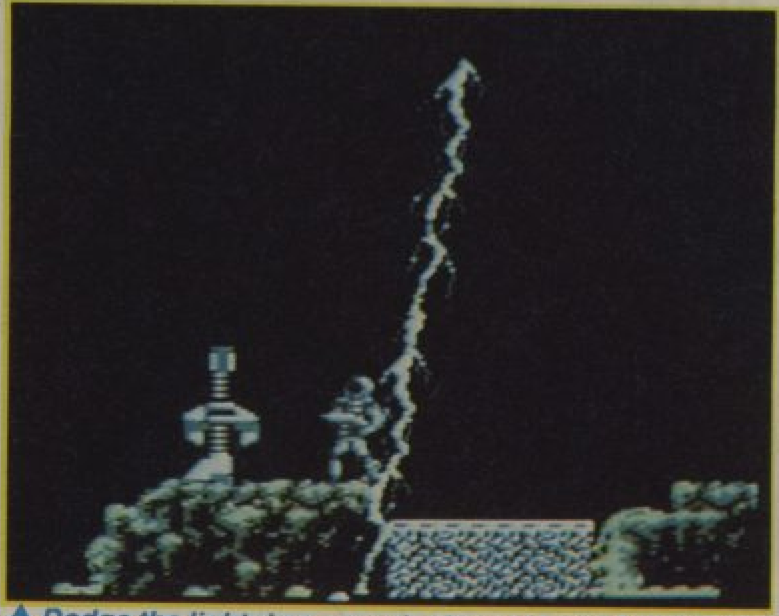
Each stage is played over a strict time limit, and if the seconds run out, one of your lives is lost. If you can get to the end of level five, Morgul is yours for the taking - defeat him and no longer shall the inhabitants of the world wake up in the middle of the night in a cold sweat!

BY RAINBOW ARTS

TURRICA



▼ Be careful not to land on those spikes!

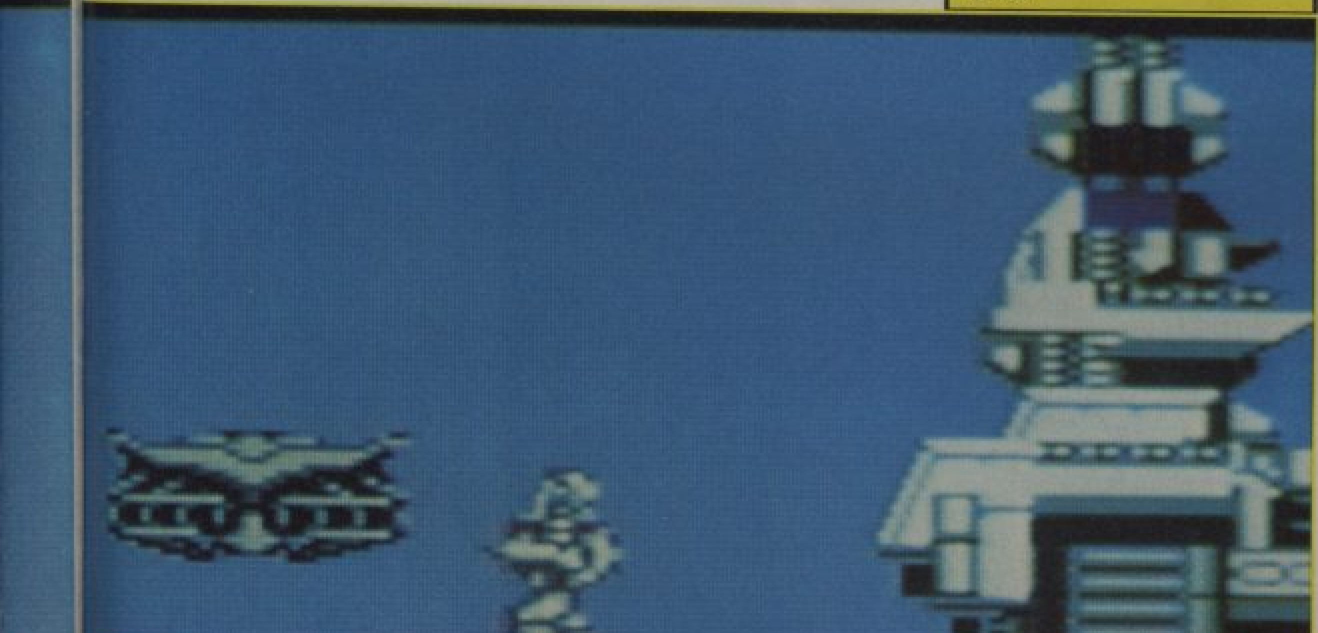


▲ Dodge the lightning - you don't want to end up in an ash-tray!

C+VG HIT!

UPDATE

Turrican will be out during the next couple of months on Amiga, ST, Spectrum and Amstrad. The 16 bits will cost you the princely sum of £19.99, while Amstrad will set you back £9.99 and Spectrum £8.99. Update reviews when we get the games, folks!



C64
£9.99

It's rare these days to see an original C64 game, let alone a good one, and Turrican is most definitely both of these. It's an enormous game, with a simply vast map, and contains all the ingredients of a hit - acres of playing area, untold amounts of creatures, items to collect; the list is almost limitless. Graphically it's superb, from the chunky, robotic Turrican sprite to the pixellated perfection of the nasties and some of the most imaginative backgrounds you'll ever see on a 64; just check out the massive Aliens-inspired level later on in the game! Not only that, but there are a couple of lovely effects, the best one in my mind being the way Turrican is reformed, atom by atom, after losing a life - brilliant. Best of all though, Turrican is extremely playable and maddeningly addictive - with twenty lives and some well-powerful weaponry to work with at the beginning you might get the impression that the game is going to be a doddle. Think again! This is a very difficult arcade adventure, and you need every life you can get your mitts on. There are some games that sneak up on you, make you go weak at the knees and won't let up until you've completed it. Turrican is one of them. Remarkable!

PAUL RAND

GRAPHICS	93%
SOUND	90%
VALUE	93%
PLAYABILITY	95%
OVERALL	93%



▶ ST



▲ Both records on the turntables - time for escape!

JUMPING JACK SON

BY INFOGRAMES

Jumping Jack Son is a fat little blob descended from the legendary Jumping Jack Flash, whose quest in life is to cut put the grooviness back into a world full of dull classical music. The only thing that will free the spirit of rock 'n' roll is Elvis' first single, which is hidden somewhere amongst a psychedelic maze of platforms, and Jack's musical lineage makes him the blob for the job.

To pass between the 16 different mazes, Jack has to collect hidden records then put them all on turntables to complete a tune. To reveal the discs he has to pass over groups of tiles which change colour as he steps on them. A record appears when Jack has turned a group of four tiles the same colour, then when it's placed on the turntable of the corresponding colour, another part of the tune plays.

It would be simple if that was all there was to it, but while Jack's doing this he's being chased by a gang of musical baddies in the shape of trumpets, drums and other classical instruments which can be dodged or blocked by dropping one of your three cassettes. You can also pick up bonus items like hamburgers, bottles of Coke, musical notes and jukeboxes which allow Jackson to carry more than one record at a time.

Another level complete, but beware the trumpet!



The first Challenge level - tricky!





Screen shot from Atari ST version.

UPDATE

An Amiga version of Jumping Jackson is scheduled for release at the same time as the ST version, at about the end of April. It's reputed to have even more sampled music, and the same enjoyable gameplay as the version reviewed here.

ST
£24.99

Jumping Jack Son is a great game, with very jolly graphics (especially the fat, bouncy hero), great sampled tunes and sound effects, and a very addictive game underneath. It starts off very easy, with just a couple of turntables to fill and no enemies to avoid, but after just a couple of levels things really start to move. The baddies are a bit thick, hopping around almost willy-nilly, totally unconcerned with where you may be. But there's no room for carelessness when there are more than one of them on the screen, or if you're down a tile-wide path, you've run out of cassettes and there's a deadly trumpet bouncing your way. As well as the 16 normal levels there are a couple of bonus stages in there too, which are frustrating to begin with, but after a while they serve as a worthwhile break from the main game. All in all, what we have here is a jolly arcade puzzle game which should go down well with anybody.

PAUL RAND

GRAPHICS	79%
SOUND	82%
VALUE	80%
PLAYABILITY	83%
OVERALL	81%

REVIEW ▶ AMIGA

COLORADO

BY SILMARILS /PALACE

One day, as Davey O'Brian was on his way to the local trading post for a few tins of beans and a bag of beef jerky, he came across a dying Red Indian. There was no saving the brave, and he begged Davey to wait for him to die then bury his body so that his soul could enter the Happy Hunting Ground. Davey's reward was a map, showing the way to the Indian's home territory of Colorado, wherein lay the Lost Gold Mine of Pocahontas. Forgetting his shopping list for the time being, Davey jumped into his canoe and paddled to Colorado to start his search for riches.

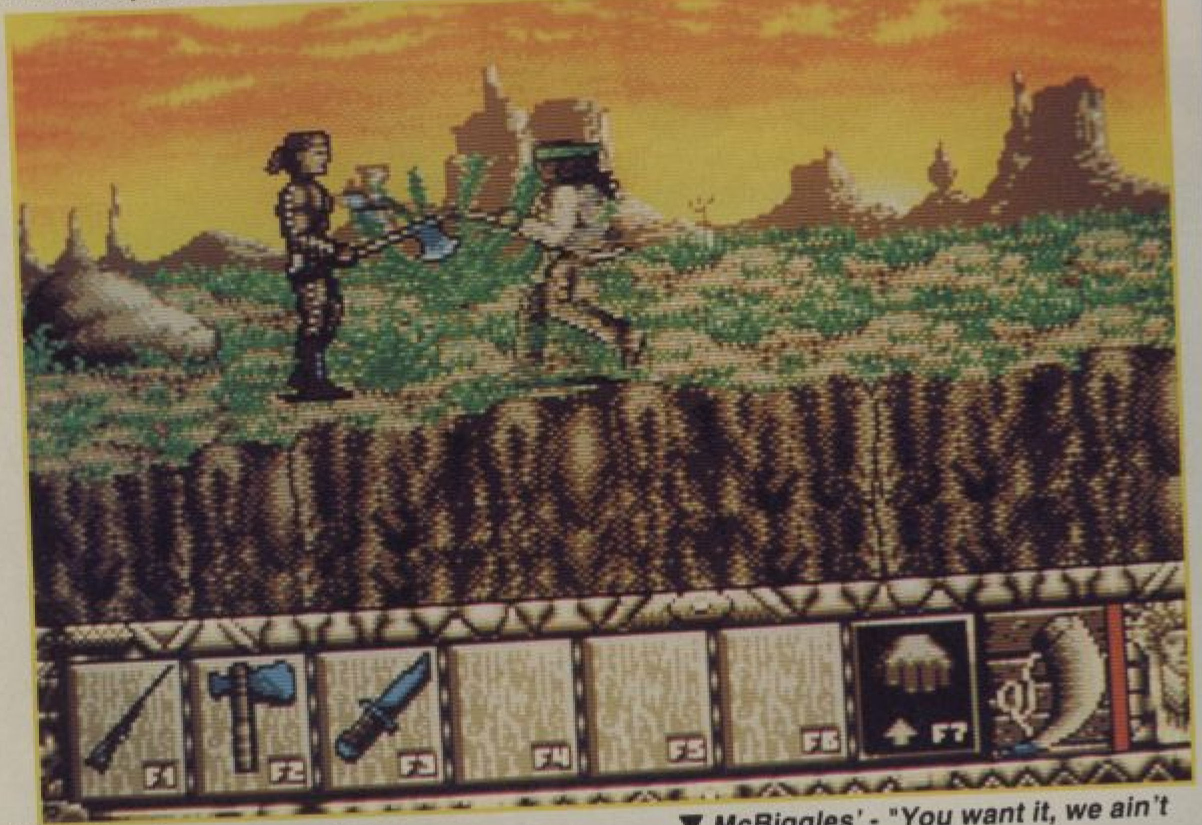
To find the mine, Davey now has to tramp around sets of locations, beating or cajoling information from the local Indian population, and that means finding weapons and useful items to trade with Mr MacBiggle whose mobile trading post happens to be passing through the neighbourhood.

To travel between the different areas, Davey has to jump in his canoe and paddle through a 3D river subgame, fending off Indian war canoes with his paddle and dodging falling boulders.

UPDATE

Placing my ear to the ground, I hear the approach of distant ST and PC versions which, apart from the usual colour and sound differences, should be similar to the Amiga version in every way. Watch out for them in May.

▼ *Wow! Spears!? These Injuns sure are an ornery bunch.*



▼ *On the river, your paddle is your only weapon*



▼ *McBiggles' - "You want it, we ain't got it, it don't exist."*



AMIGA £24.99

Games set in the Wild Mid-West are a rarity these days, but, as far as gameplay goes, Colorado is pretty familiar stuff. This walk-chop-and-collect malarkey has been entertaining 16 bit owners since 1986 when Psygnosis brought out Barbarian, and it doesn't seem to have progressed a whole lot since. Wander around dozens of screens, beat up some understandably hostile Indians and think up tenuous links between objects and adverse circumstances. Colorado is rather slow-paced, so if you aren't heavily into this type of game, all the trekking between screens will become tiresome after a while. Luckily, the paddling-down-the-river subgame is rather more action-packed and I'm ashamed to admit that my happiest moments with this game were spent splatting people in the mush with my paddle. The graphics are pretty but samey, and the characters' are stiffly animated, making them occasionally look robotic. Sound doesn't play a major part in the gameplay, and the Amiga's sound circuitry busies itself with rendering an insipid tune, and muffled speech samples. If games like this really are your bag, Colorado could be worth tracking down, but more lively players should look elsewhere for their fun.

PAUL GLANCEY

GRAPHICS	79%
SOUND	48%
VALUE	72%
PLAYABILITY	75%
OVERALL	73%



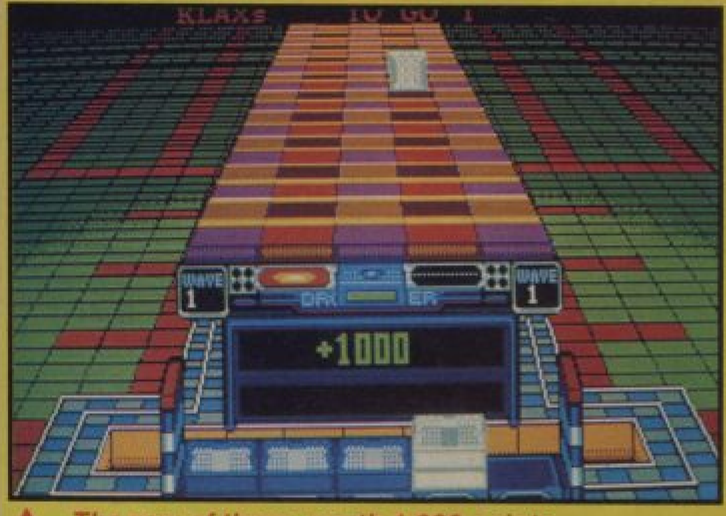
Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128

Programmed by: Teque Software developments Ltd.

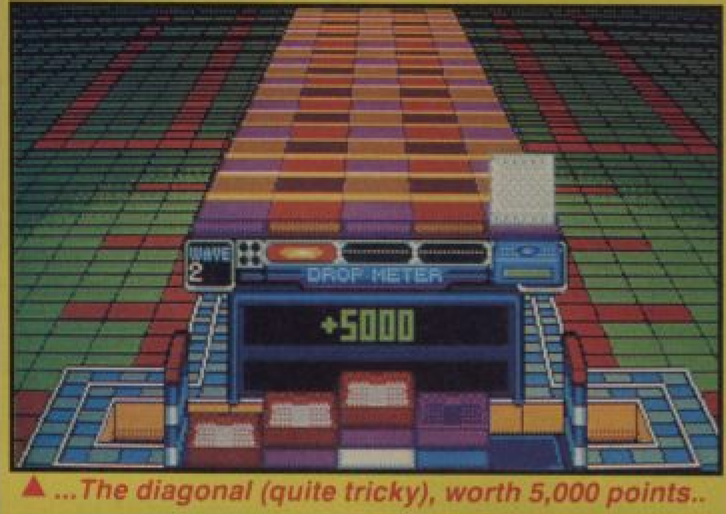
Published by Domark Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 01-780 2224 Atari ST & Amiga Screenshots



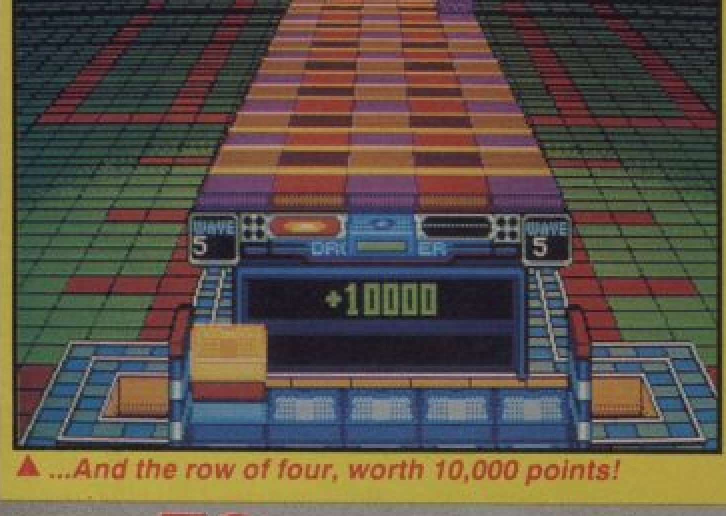
▲ *Your first four klaxes - the three-up, worth 50 points.*



▲ *...The row of three, worth 1,000 points...*



▲ *...The diagonal (quite tricky), worth 5,000 points..*



▲ *...And the row of four, worth 10,000 points!*

KLAX

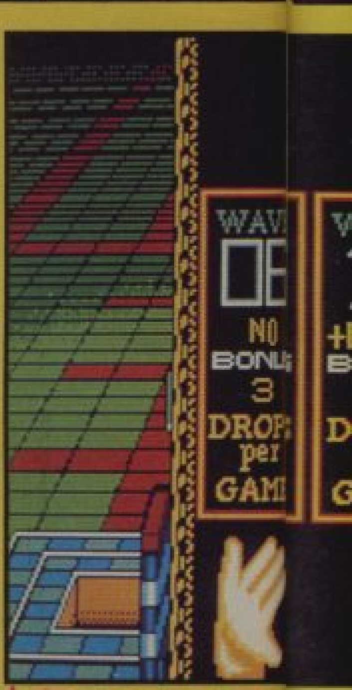
C+VG HIT!

**BY TENGEM
DOMARK**

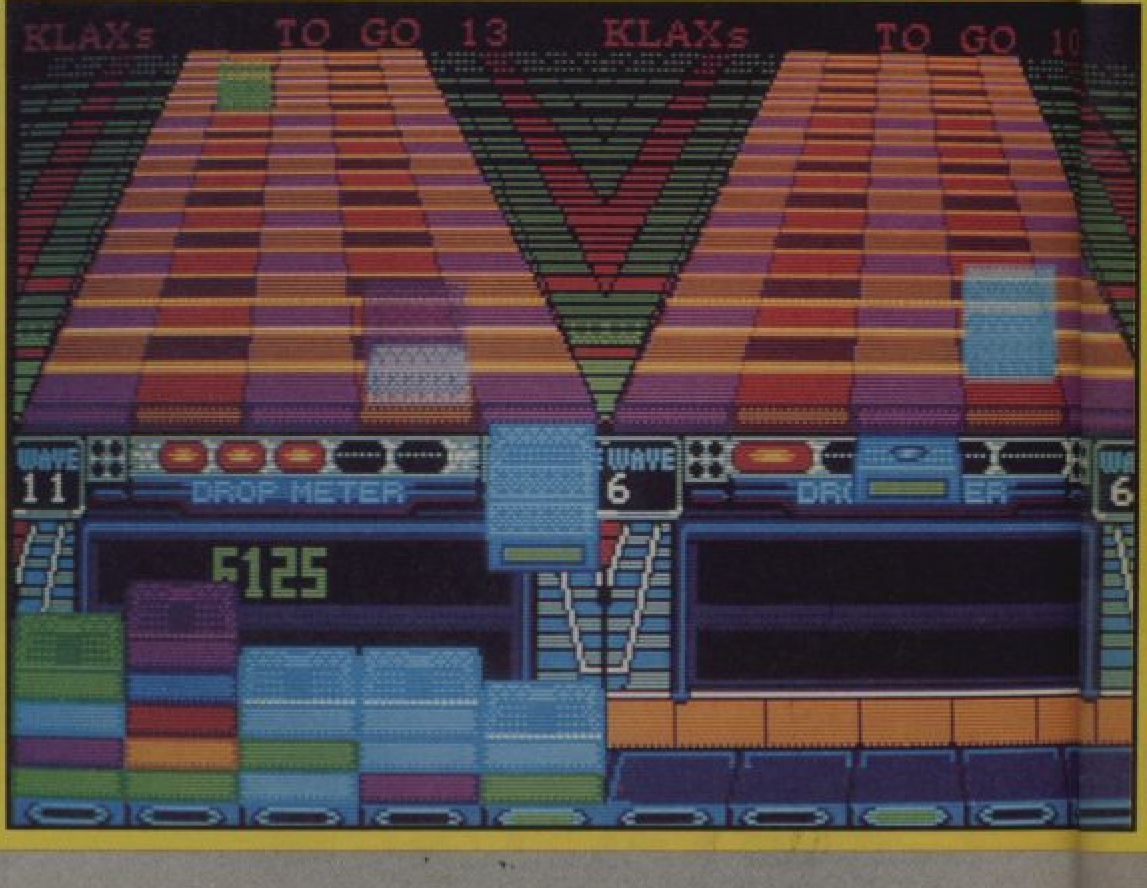
One of the very few coin-op conversions to be developed side-by-side with the arcade original, Klax is a game of tile flipping (or is that flipping tiles?). That sounds a bit weird, doesn't it. Well, it's actually very straightforward - theoretically. The playing area consists of a five-column conveyor belt, down which travel tiles of various colour. The basic idea is to pick up the tiles with your paddle when they reach the end of the table and flip them into the container at the foot of the screen.

When three or more tiles of the same colour are placed in a line - horizontally, vertically or diagonally - they disappear. And this is how you survive, because if the container becomes completely full of tiles, the game ends. Also, you can only let up to three tiles drop off the conveyor belt without picking them up - a fourth miss results in that depressing "game over" message.

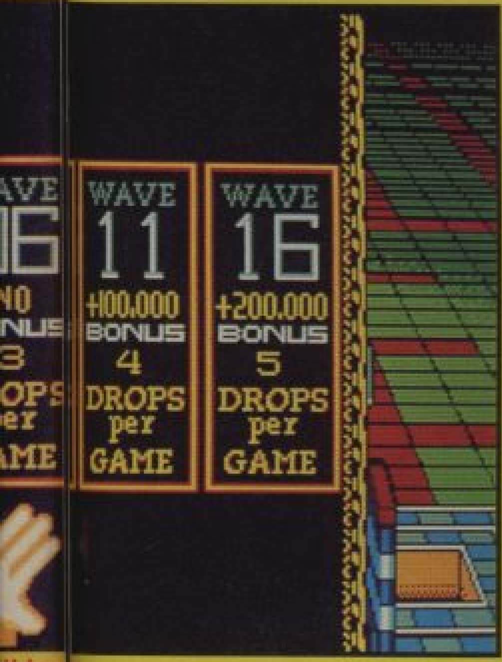
Later levels get tougher and tougher, with more and more tiles and the computer asking you to create diagonal lines, or a series of four and five coloured tiles in order to escape that particular level, or even a big cross to access a secret warp!

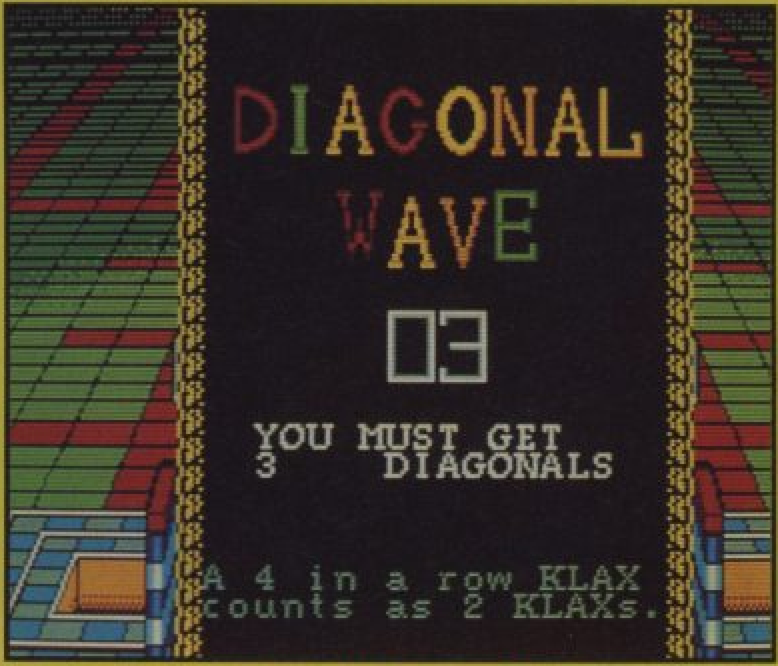

▲ *Choose your skill level.*

▼ *Double the fun in two-player mode!*

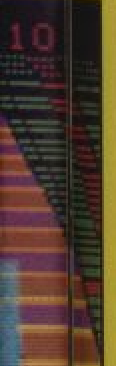


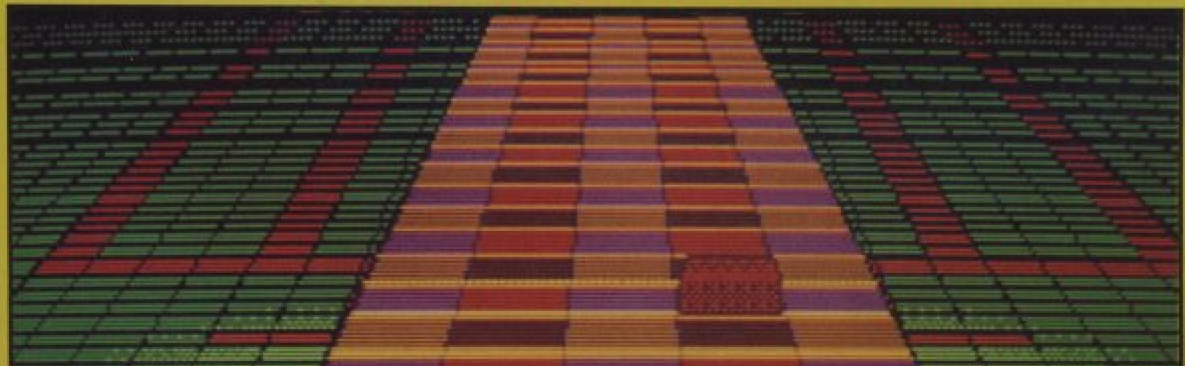
AX





▲ Three diagonals complete the third level.





UPDATE

This superb game is to be released on all popular formats at roughly the same time as the ST. We'll give you an update on the other versions the very nanosecond we receive them. And that's a promise!

ST
£19.99

It's happened! At last, there's a game which matches Tetris for simplicity, playability and addictiveness. I and everyone else in the office who has pitted their wits and reflexes against this superlative creation unashamedly place it high up in the C+VG chart of all-time greats. Like Tetris, what at first looks quite unimaginative and, dare I say it, dull, soon becomes so playable your electricity bill will take up three pages if someone doesn't drag you, kicking and screaming, from the computer. And the most amazing thing is that it's a coin-op conversion! I can picture arcade owners up and down the country with enormous grins on their faces a few weeks after installing a couple of Klax machines! There's very little else to say really, and certainly nothing to criticise about Klax. No killing, no end of level monsters, no power-ups, and no damsels to rescue. Just good, solid, fast-moving mega-addictive gameplay which the whole family will love, from Grandma to the goldfish!

PAUL RAND

GRAPHICS	84%
SOUND	82%
VALUE	97%
PLAYABILITY	97%
OVERALL	97%



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▲ Ohhhh. Cynical play there by Smith.

PLAYER MANAGER

BY ANCO

Kick Off is the best straight soccer game ever - few will doubt that. It's fast footy action made it an immediate hit with all who played it, but Anco decided it wasn't quite the complete soccer experience so they've decided to release an updated version, and Player Manager is it.

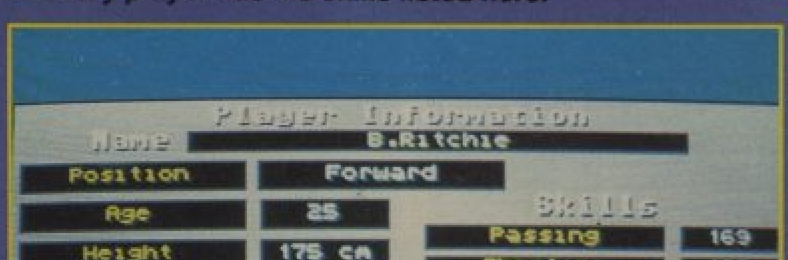
Player Manager is a one-player management/arcade sim in which you are, unsurprisingly, the player-manager of your Third Division Team. Naturally, the Board aren't overwhelmed with the prospect of staying in Div 3 or, horror of horrors, going down even further, so it's your unenviable task to move up the table and the divisions. There are nine menu options on startup, ranging from Club information to your current player list, each option opening up further selections when clicked. As well as the normal league matches there is also a cup competition to take part in, pulling in a extra cash and glory the further you progress.

Matches look and play exactly like Kick Off, albeit with a few refinements such as increased player control and differing pitch conditions, and there's also an option which allows you to control all of your team a la Kick Off, or just one player in his position.

UPDATE

No firm plans for 8 bit versions I'm afraid, but I wouldn't be surprised if something crops up later on, probably in the summer.

▼ *Every player has his skills listed here.*



ST
£19.99

Apart from the odd minor graphical alteration, ST Player Manager is exactly the same as the Amiga version. Only buy it if you're a Kick Off loner.

OVERALL 70%

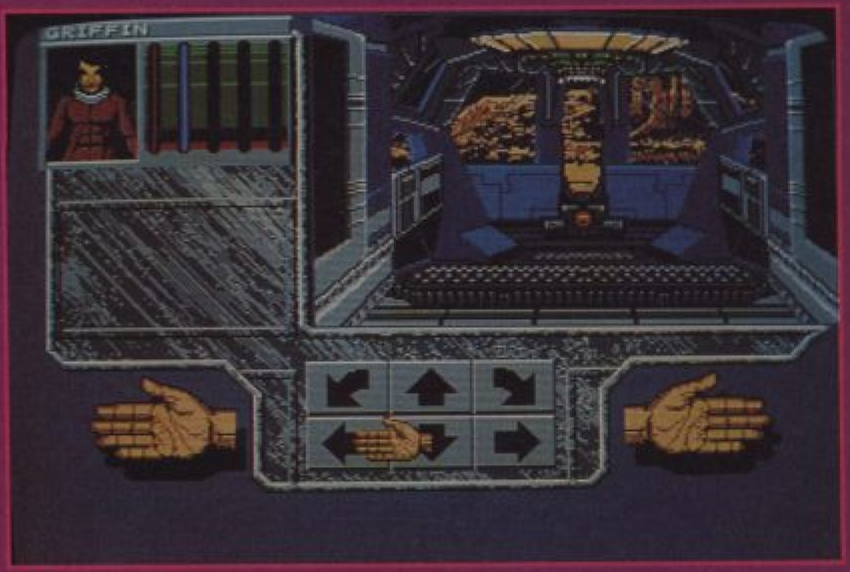
AMIGA
£19.99

Sequels are seldom as good as the originals, and this adage has never been truer than in the case of Player Manager which, although possessing a huge range of extras the original didn't have, fails to have the same kind of immediate impact. For one thing, Kick Off was at its most enjoyable with two players, an option which doesn't exist in Player Manager. There are also a couple of bugs in the match section. For instance, I was fouled in the opposition's penalty area, but was I awarded the penalty? Was I hell. Don't get me wrong, I'm not about to slag Player Manager into the ground, but after many months of playing Kick Off and enjoying it immensely, I expected much better things from the follow-up. The managerial additions are a neat idea, but when all's said and done Player Manager is only a worthwhile buy over Kick Off if you have no friends you want to play against in the original's two-player mode.

PAUL RAND

GRAPHICS	81%
SOUND	76%
VALUE	77%
PLAYABILITY	71%

OVERALL 72%



▲ There's no time for taking in the scenery!

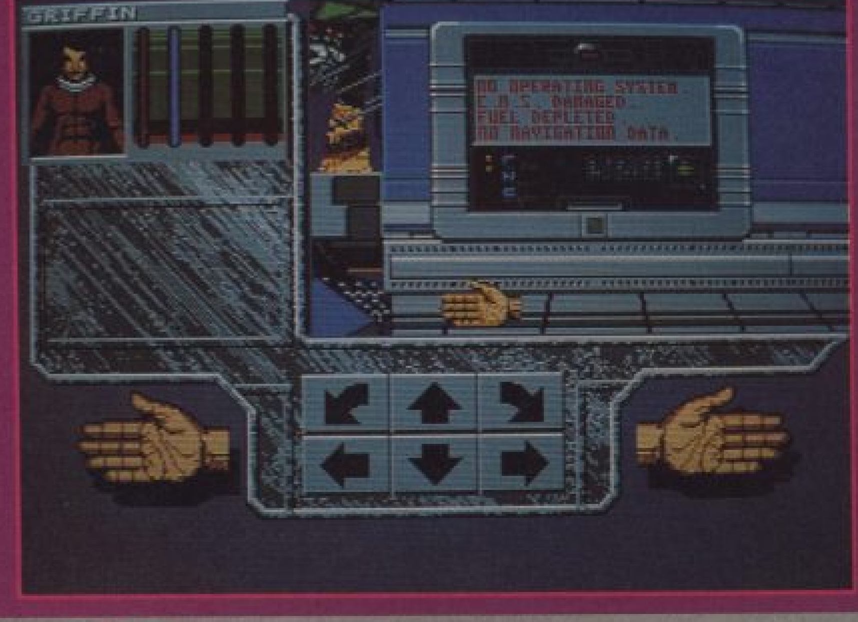


▲ One of The Mombassa Oak's cryogenic freeze chambers.

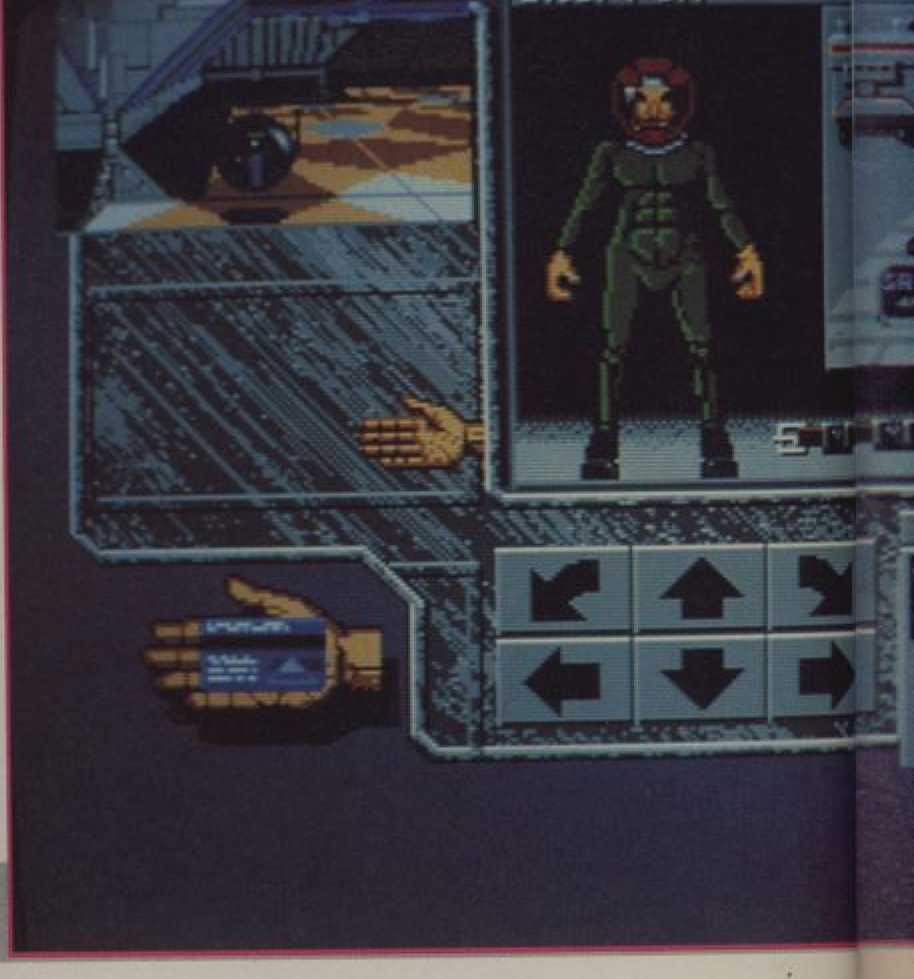
XENOMORPH

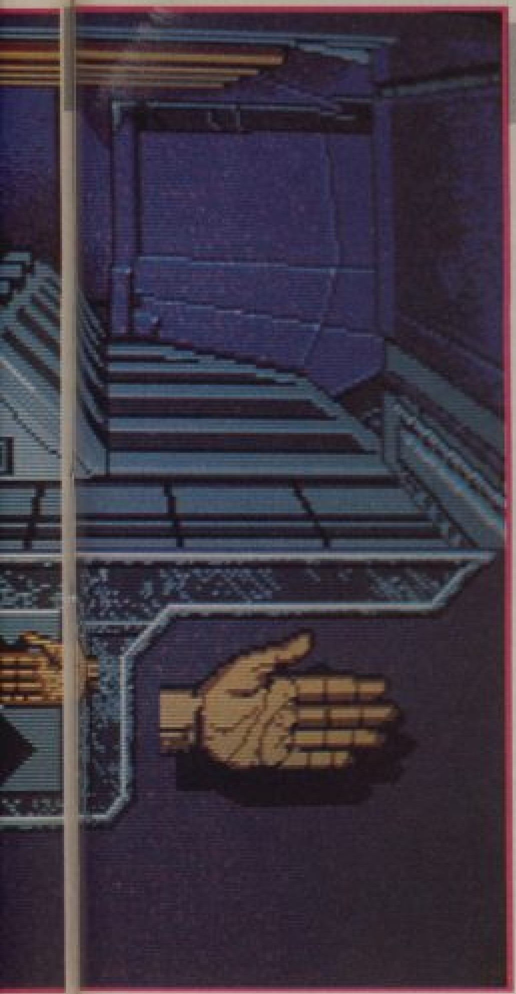
BY PANDORA

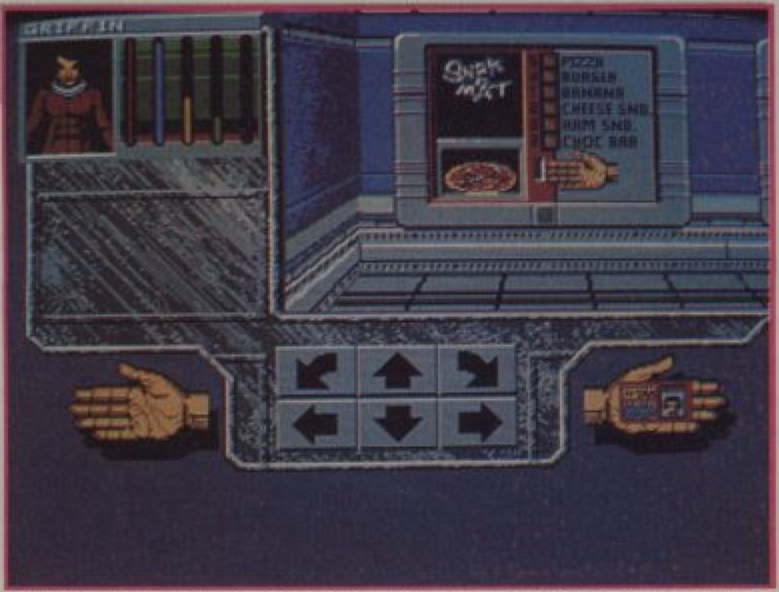
▼ Looks like this computer console's had its chips.



▼ Space Janitor Griffin, armed to the teeth.







▲ *The insto-pizza machine. Hmm, anchovie and coconut, Griff's fave.*

Janitors have it rough at the best of times, but their problems are nothing compared to this particular caretaker's. He's just discovered that, during a two year research mission, the rest of the crew on his ship, The Mombassa Oak, have been killed by a computer malfunction leaving him the sole survivor. What's more, the whole computer navigation system has packed in, leaving the Oak drifting in space. Switching over to manual control, the janitor makes the jump to the nearest hospitable mining platform and after docking, scans the area. To his surprise, no traces of human life are found - what has happened on Platform Atargatis?

Xenomorph is a graphic adventure designed in the icon-driven, 3D style of Dungeon Master. You play the lonely janitor, whose mission it is to repair the Mombassa Oak by entering the Atargatis mining platform and finding the microchips required to replace those burnt out by the computer malfunction. Not only that, but there are also fuel rods to find and a variety of aliens, which have wiped out the miners on Atargatis, to seek out and destroy.

You begin with nothing but a food dispenser credit card, but there are loads of other useful bits to find, including a wide variety of weapons and grenades, medical supplies and the key cards needed to open the doors in the Astargatis platform. Survival is quite a problem and as well as seeing off alien attacks, you have to continually bolster flagging energy levels with food, and keep an eye on radiation absorption readouts.

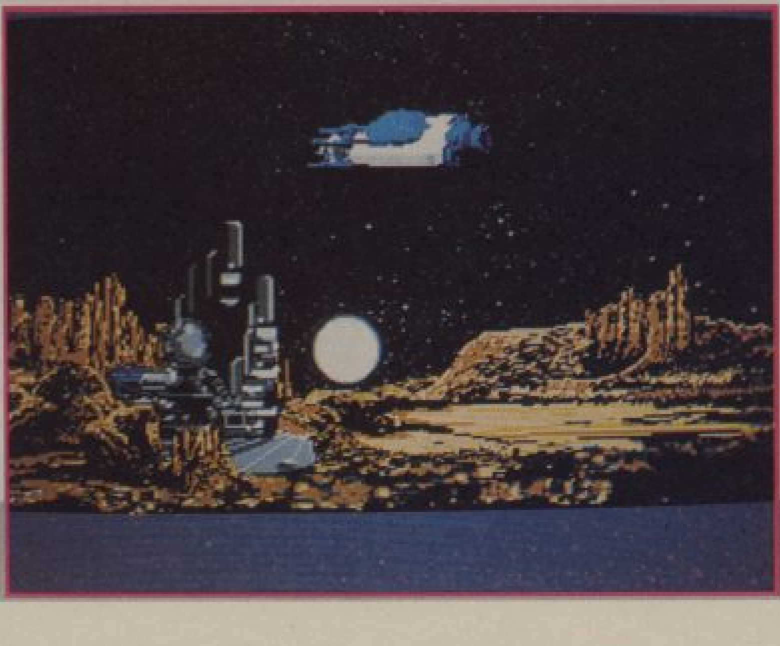
C+VG HIT!

UPDATE

Break into that piggy bank and strut your funky stuff down to the software shop when the PC and C64 versions of Xenomorph appear in a couple of weeks, costing £24.99 (PC) and £14.99 (C64 disk only). And coming soon is an Archimedes version too!



▼ *The Mombassa Oak comes in to land.*



ST
£24.99

Apart from the addition of an extra disk, this version contains absolutely no differences to the Amiga version - it's still a game worthy of anyone's time and money.

OVERALL 90%

AMIGA
£24.99

Xenomorph is an almost instantly appealing game, due partly to its Dungeon Master look. The feeling of solitude is total (not even your usually friendly computer will speak to you!) until your first contact with the alien attackers and that turns out to be something of a shock! The aliens and the scenery are nicely drawn and, while the animation is jerky, it isn't a hindrance to the overall atmosphere. There is a lot to do in Xenomorph, and it's imperative that you plan ahead to stay alive, and it's probably wise to make a map. I'm writing this review after a four hour session of blundering around during which I collected most of the chips, though now I haven't got enough strength to last longer than another half-hour. The game's addictive qualities ensure that I'll return time and time again until that lonely little janitor escapes to sweep floors in more hospitable parts of the cosmos!

PAUL RAND

GRAPHICS	86%
SOUND	84%
VALUE	89%
PLAYABILITY	91%
OVERALL	90%

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CLOUD KINGDOMS

BY MILLENIUM

Poor Terry; he's had an unfortunate life. But then again, there's not much call for small, green, rubber-bottomed balls in the community. Shunned by the locals and despised by other, less-socially aware balls, he ascends to the Cloud Kingdoms, where he at last finds a use for himself. Baron von Bonsai has enslaved the Cloud Fairies and stolen all of their power crystals so they cannot use magic. And as the only way of rescuing a fairy is to send a green ball to their aid, Terry's given the job.

And what a job it is! Terry must collect all the crystals from 32 different multidirectionally scrolling kingdoms. The baron isn't nearly so stupid as to let him roll through unchallenged though, so he's positioned a number of guards in each of the kingdoms, whose task it is to stop Terry's quest by holding him up long enough for each level's time limit to run out, thus ending the game and any chance of the fairies' rescue.

But fate doth smile on our young sphere in some small way, by offering a selection of helpful items to make life a little simpler, items such as energy-giving bottles of pop, paint pots which let Terry paint in walkways and wings that allow a few moments of flight. Terry must beware the bad items which include beer bottles, making the round roller super-tiddly, and of course the hazards which are built into each kingdom such as icy floors, holes in the ground and pinball bumpers.



▲ Jumping around these pink platforms is no job for softies!

UPDATE

It looks as though the only other version to follow the ones reviewed here is for the PC, which will cost £24.99 and will be released a week or so after the others.

ST
£24.99

What little differences there are between this and the Amiga version are purely cosmetic - the game itself remains an enjoyable arcade puzzle romp.

OVERALL 80%

C64
£9.99

Due to memory restrictions, the number of levels on the 64 version has been cut from 32 to 15, and some of the baddie sprites have been omitted. That said, the gameplay has been tweaked to make it generally more difficult than the 16 bit versions, whilst retaining the addictive qualities of the other formats. So despite the drop in quantity, Cloud Kingdoms hangs on to its quality - and playability.

OVERALL 80%

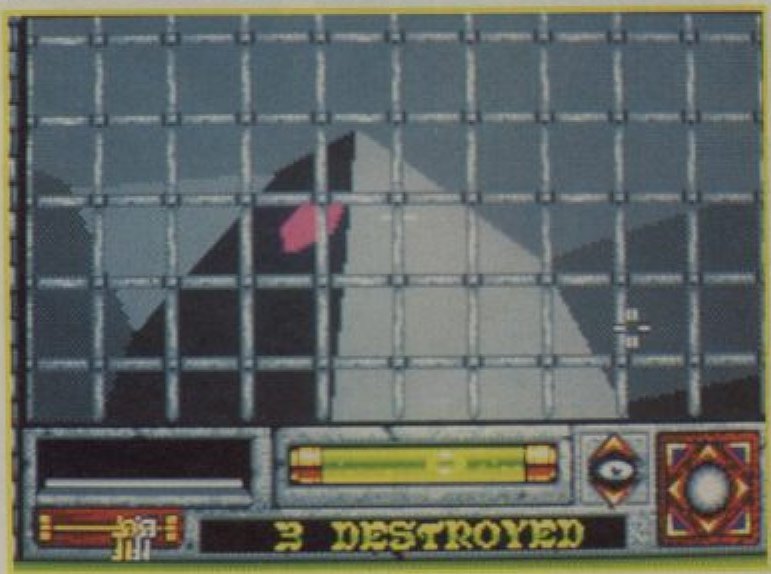
AMIGA
£24.99

Cloud Kingdoms is a game not unlike Quedex in both looks and, to a small extent, gameplay. But instead of a lifeless ball you have a sad-looking, green sphere which you can't help but feel sorry for, especially after considering the enormity of his task. Cloud Kingdoms is difficult from the word go, but the challenge is a stimulating and addictive one. You aren't limited by lives, but each time death rears its ugly head the time limit shoots down, making for a frustrating first few attempts. Once you get into the swing of things however, it doesn't take too long to suss out the best way to tackle each stage (although actually putting the theory into practice is far trickier!). Nice to look at, as well as jolly good fun to play, Cloud Kingdoms makes a pleasant change from all the licensed stuff kicking around of late.

PAUL RAND

GRAPHICS	84%
SOUND	77%
VALUE	80%
PLAYABILITY	81%
OVERALL	80%

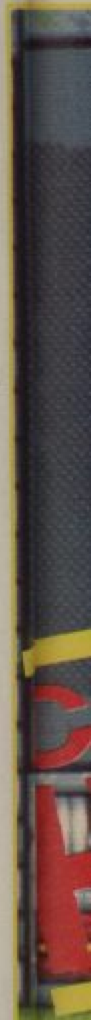

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▲ Aiieee! The nasty pink spirit got you!



▲ Feeble, eh? You need some nourishing cheese.



CASTLE MA

▼ Yeek! The barn's full of evil spirits!



Magister the mage is completely mad. He's been ruler of the hill for 13,000 years, casting pretty nasty spells on any human who attempted to establish a settlement there. One day, having reached the ripe old age of 13,000 he dozed off for 500 years.

Along came the Normans and built a castle: a magic castle, which sapped his strength. When he woke up and found a fort full of people above him, he flew into a rage. Unluckily, his wand had gone limp, his powers were spent and people only laughed. In embarrassment



▲ *Aha, the wizard's got some cheese, but has he got a key?*

ASTER

BY INCENTIVE/DOMARK

he sulked off to a hut outside the walls, vowing vengeance.

Always one to spoil a party, Magister turned up on a feast night and transformed everyone in the castle into grisly ghosts. Unable to control his laughter (the sign of all good villains), he then went and kidnapped your twin sister. What a dastard! That was a year ago - now, standing outside the fortress in some natty knightly gear, you're rushing to her rescue.

Easier said than done. Castle Eternity has over 100 rooms, endless corridors, a full set of confusing catacombs, puzzles, one-way routes - oh, and ghosts. Ghosts drain your energy, so if you don't send them to Spook City pretty pronto, they'll shiver the life out of you.

Your task is made easier because control is divided between two 'hands'. The weapon hand helps you dispatch those rotten wraiths with a spunky slingshot; the action hand allows you to perform such nifty tricks as open doors, examine objects, eat food and pick items up.

As well as hunting and killing ghosts, there are plenty of other discoveries to be made: secret rooms, some very cryptic clues, hidden food, mysterious potions and bottles of beer.

To rescue the princess you need to find ten pink pentacles (stashed away in the oddest places), which allow access to the pentacle vault - this contains more gold than Fort Knox and (more importantly) the final key to your twin's prison. To get anywhere near these magical items you also need keys: seven will do, but if you want max points, ten should be your target.

UPDATE

Castle Master is strutting its knightly stuff soon on all major formats: 16-bit will set you back 24.99 (PC) and 19.99 (Amiga), the latter also including a brilliant soundtrack. On 8-bit, Magister-mashing will cost 9.99 and 14.99: there'll be less graphical detail, but all the basic gameplay will be retained.

ST
£19.99

The best part about Castle Master is the total freedom of movement within the game environment - more so than in any previous Freescape product. Progression isn't linear: there's usually more than one way to solve a puzzle, and if you just want to wander around the castle admiring the scenery, you can. It's also the first Freescape game to be developed primarily for 16-bit, so there's an animated intro sequence, a 20% larger screen, much more object detail (rather than simple polygons) and the addition of an action hand. There's so much to do it will take ages to finish even with minimum points. And if your bent is for playing princesses rather than knights, Incentive have included an option for that, too - playing a woman is a different proposition. Take a look at Castle Master - it's the best Freescape game yet.

GORDON HOUGHTON

GRAPHICS	87%
SOUND	79%
VALUE	87%
PLAYABILITY	92%
OVERALL	90%



▲ *Hmm, Lillian's acting rather suspiciously...*

COLONEL'S BEQUEST

BY SIERRA

Colonel Henri Dijon is at death's door. Which is why he's invited his entire family to his home on Misty Acres Plantation. Making out his last will and testament in front of them all, he announces that upon his death, each of them are to receive an exact share of his fortune and, in addition, should any of those mentioned in the will die before the Colonel, that share will be split between the rest.

Which would be okay, were it not for the fact that Dijon's family is made up of some rather unscrupulous types, such as the actress daughter-in-law, the alcoholic sister and the untrustworthy lawyer son. And then there's you, Laura Bow, a lowly college student who has been invited along to Misty Acres by the Colonel's niece, Lillian Prune. All seemed fairly straightforward until a chilling message arrived, stating that everyone in the house would be dead by the end of the weekend. Could it be a hoax, a lunatic or one of the family, who will stop at nothing to get their grubby hands on the Colonel's entire fortune? As the only real outsider in the house, it's up to you to don the mantle of supersleuth and unmask the culprit before it's too late!



▲ *Where there's a will, there's a wodge of wonga.*

UPDATE

Expect Amiga and ST versions of Colonel's Bequest in the next month or so. The game will be the same as the PC version, but will use less disks and should run considerably faster than on a common-or-garden PC.

PC
£34.99

The latest from the Sierra stable, while sticking to the same basic style, turns out to be very different from the King's Quest series, and is a much more challenging and enjoyable game. The programmers have opted for a Miss Marple-esque "who's-gonna-do-it" murder enquiry, and it works exceedingly well. The graphic style, which many a reviewer has moaned about over the years, is, I think, extremely impressive, with animated rooms as well as characters and the display adapts itself to a colour or monochrome system to make the on-screen action easier to follow. Jam-packed into four 3.5" disks, Colonel's Bequest is an immense game, but if you're playing on a sub-10MHz machine it can be irritatingly sluggish. But the game is loaded with so many features and surprises that a slow update is something which you'll be prepared to put up with. Black humour plays a considerable part in Colonel's Bequest, and you'll find yourself chuckling heartily when the loose chandelier falls on top of you, or if you're caught in the shower by the Norman Bates-type knife maniac! All in all, if you aren't put off by the slow pace of the game then this superb murder mystery is a must.

PAUL RAND

GRAPHICS	81%
SOUND	59%
VALUE	86%
PLAYABILITY	78%
OVERALL	83%

GET ▶ BACK TO THE FUTURE!



GET BACK TO THE FUTURE

As you've read at the front of this magazine (unless you started reading this backwards, in which case you're completely bonkers and ought to be locked up), Imageworks are currently programming Back to the Future II: The Computer Game, based on the smash hit film starring Michael J Fox!

So what's all this drivel leading up to, eh? Well, Imageworks are so pleased with the progress made so far on the game that they've decided to get together with us at C+VG and give away a copy of Back to the Future AND Back to the Future II on video, AND a video cassette player to watch them with! Generosity personified!

To win this wonder-bag of goodies, all you have to do is answer the following Back to the Future questions...

1. What car was made into the Time Machine?
2. What is the name of Marty McFly's father?
3. What year does Marty travel back to in Back to the Future?
4. What is Doc Brown's dog called?
5. Who sings the theme song to Back to the Future?

Okay! When you've got all the answers, pop them on the back of a postcard or sealed-down envelope and send it off to: SLACKERS!!! YOU'RE ALL SLACKERS!!!, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

The closing date is May 31st - after that we'll stick all the entries into a time machine, and the first correct one pulled out will win its sender the video cassette player and copies of Back to the Future I and II.

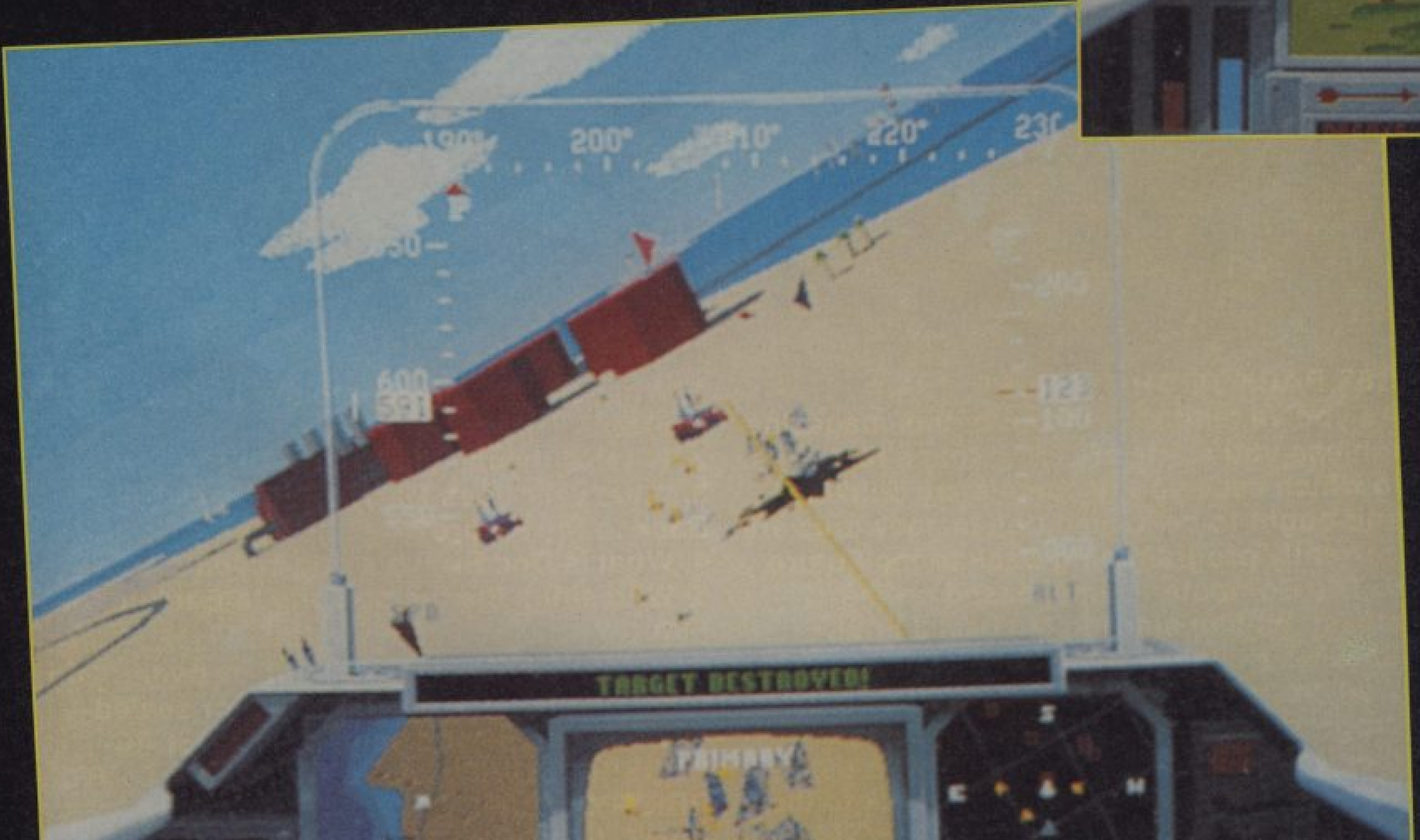


F-15 STRI

Here's something that we don't get often - an early look at a coin-op! The people behind it are Microprose, normally associated with home computer simulations and games, and the machine, F-15 Strike Eagle, is a scorcher! It's a filled-3D combat simulation which puts you in the seat of the eponymous F-15 multi-role fighter and lets you fly a wide variety of missions over six different combat zones.

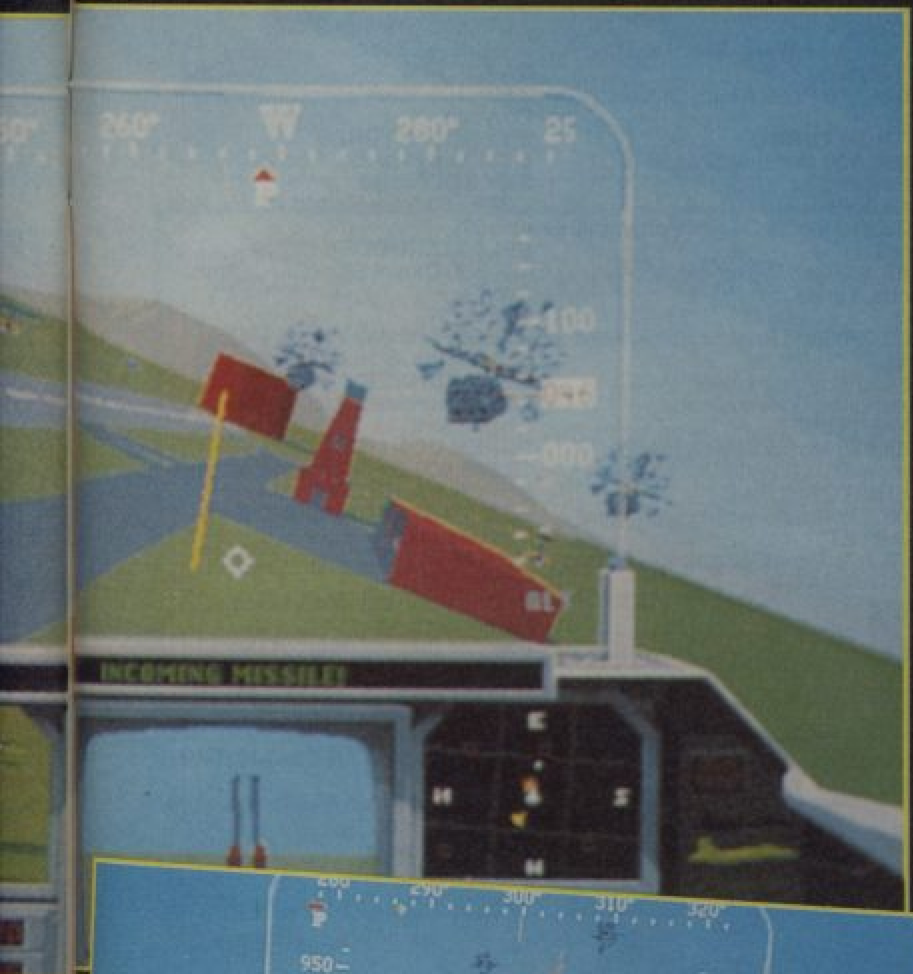
The machine has been developed in the USA, and the end result is one of the most spectacular-looking coin-ops yet seen! It can cope with over 2,000 polygons per frame at an ultra-fast screen update of 30 frames per second. In other

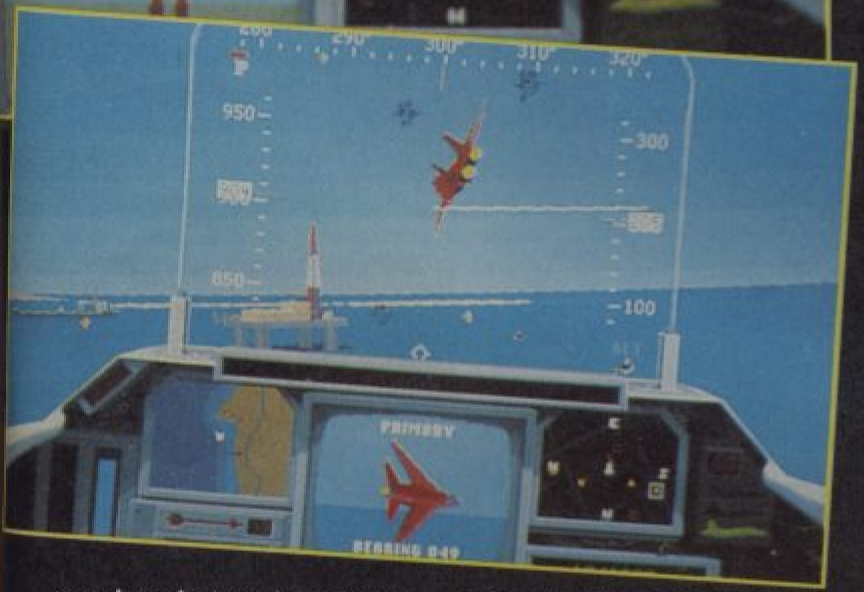




RIKE EAGLE









words, what we have is the smoothest, fastest most detailed 3D vectors ever seen in the arcades - miles better than the ones used in Hard Drivin' and Winning Run!!

The game is controlled by a joystick (complete with two fire buttons) and a sliding speed throttle (with afterburner button), and the pilot can fly anywhere within his chosen scenario (although you won't score any points for doing so). Enemy planes and ground installations are all intelligent - basically you're flying in the most realistic combat environment yet created outside of a real full-blown £70 million pound pro simulation!

F-15 Strike Eagle will be appearing in British arcades later on this year - we'll bring you a full review of the machine as soon as we can stuff some money into it!!!

It's Arcade High Score Table time again, the place to be if you're the tops at your favourite coin-op. If YOU want to see your name up there with the best of 'em, send your scores (on a postcard or the back of a sealed-down envelope only, please) to: ARCADE HIGH-SCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1 3AU. We'll check 'em over and, if deemed genuine by the experts, fame and nothing else will be yours!

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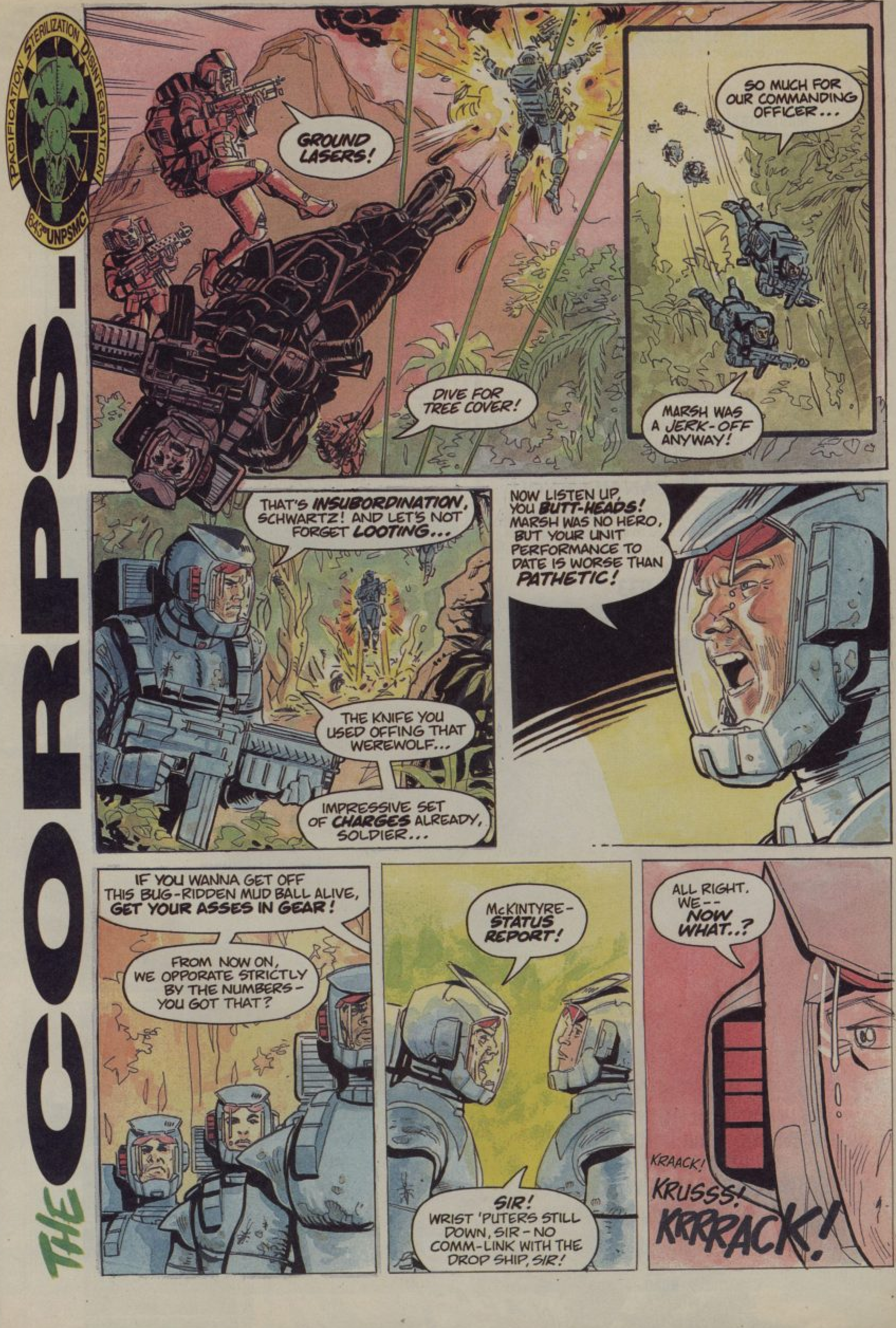
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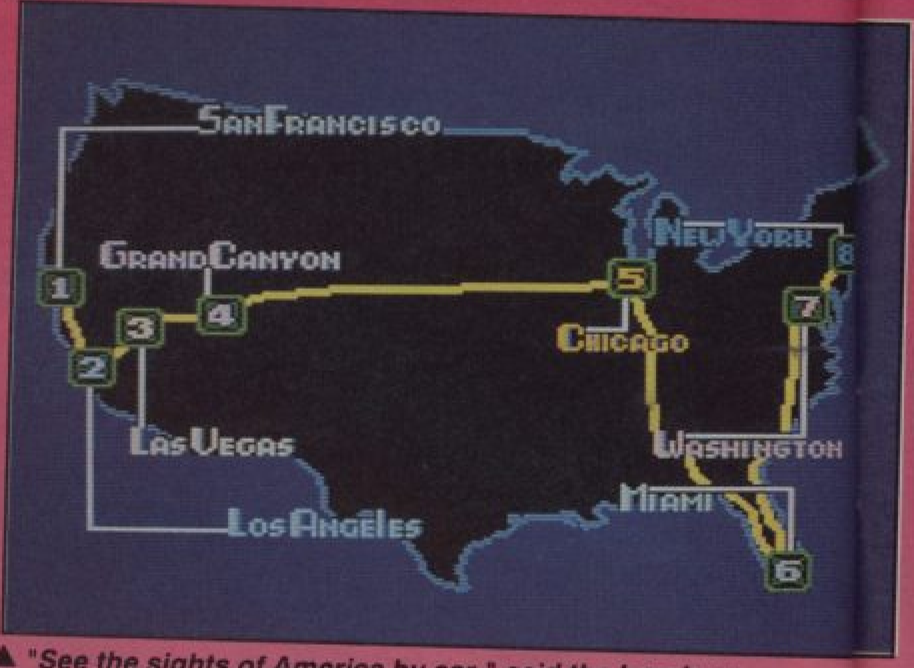
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GROUND LASERS!
SO MUCH FOR OUR COMMANDING OFFICER...
DIVE FOR TREE COVER!
MARSH WAS A JERK-OFF ANYWAY!
THAT'S INSUBORDINATION, SCHWARTZ! AND LET'S NOT FORGET LOOTING...
THE KNIFE YOU USED OFFING THAT WEREWOLF...
IMPRESSIVE SET OF CHARGES ALREADY, SOLDIER...
NOW LISTEN UP, YOU BUTT-HEADS! MARSH WAS NO HERO, BUT YOUR UNIT PERFORMANCE TO DATE IS WORSE THAN PATHETIC!
IF YOU WANNA GET OFF THIS BUG-RIDDEN MUD BALL ALIVE, GET YOUR ASSES IN GEAR!
FROM NOW ON, WE OPPORATE STRICTLY BY THE NUMBERS - YOU GOT THAT?
McKINTYRE- STATUS REPORT!
SIR! WRIST 'PUTERS STILL DOWN, SIR - NO COMM-LINK WITH THE DROP SHIP, SIR!
ALL RIGHT. WE-- NOW WHAT..?
KRAACK!
KRUSSS!
KRRRACK!



TO BE CONTINUED...

MEAN MACHINES



▲ "See the sights of America by car," said the brochure.

BATTLE OUTRUN

BY SEGA

A big robbery has taken place and all the criminals are high-tailing it to different parts of the country in high speed vehicles! Your Ferrari F40 is the fastest car in the state, so it's up to you to burn rubber and apprehend the villains before they reach freedom!

The action starts some distance behind each criminal, and you've got to race along through heavy traffic to catch up. Sometimes a friendly lorry appears and lowers its tailgate so that you can drive in. Once inside you can buy extra goodies for your car to improve its performance (and you need all the help you can get on later levels!).

When the criminal is finally in sight a bar appears at the top of the screen and you've got to smash him off the road with repeated hits to make him surrender.

The game is played over a strict time limit, and failure to smash the baddie off the road before the timer expires results in the end of the game. Arrest the criminal and you move onto the next, more difficult level where you have to capture an even faster felon!



▲ Time for a tune-up in the back of the mechanic's truck.

▼ Drive over the ramps for extra thrills!

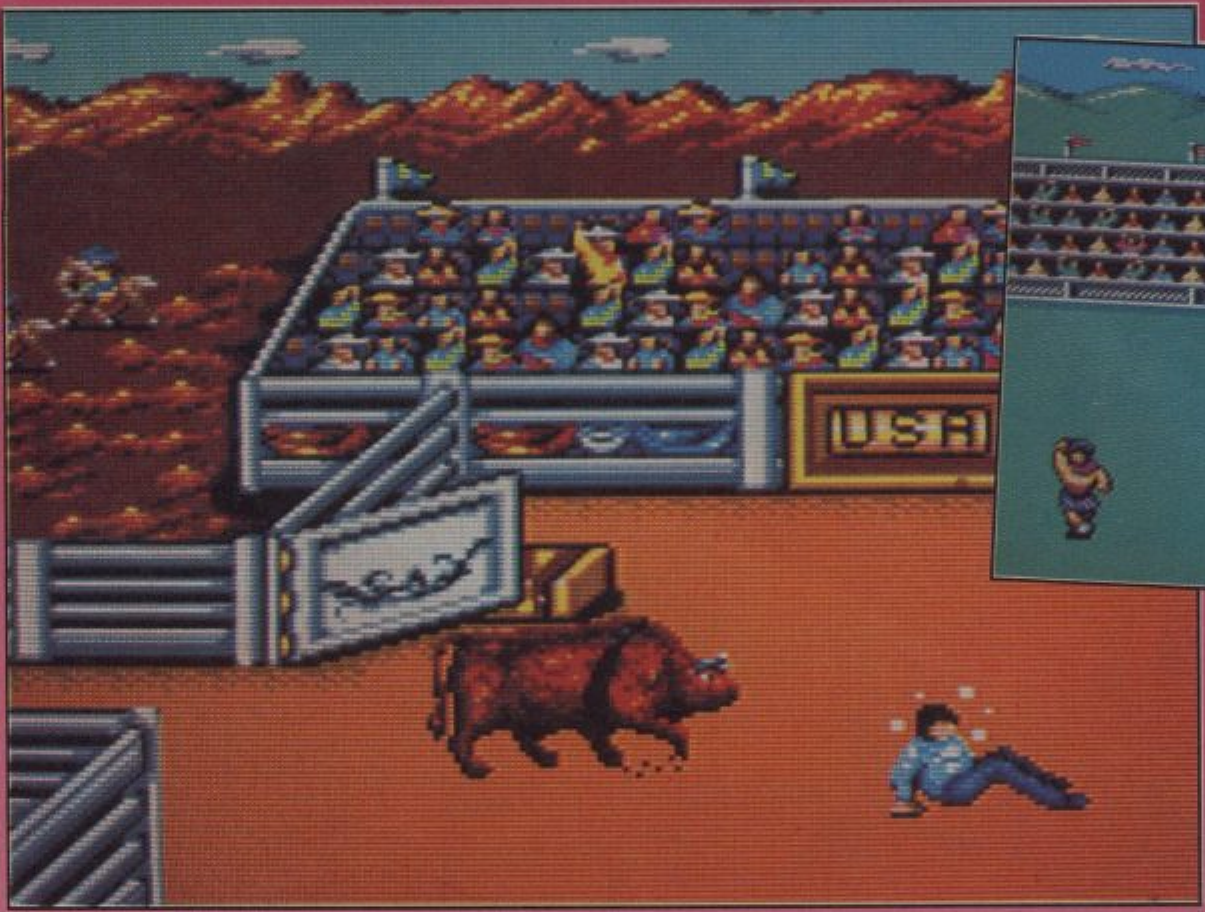


SEGA
£24.95

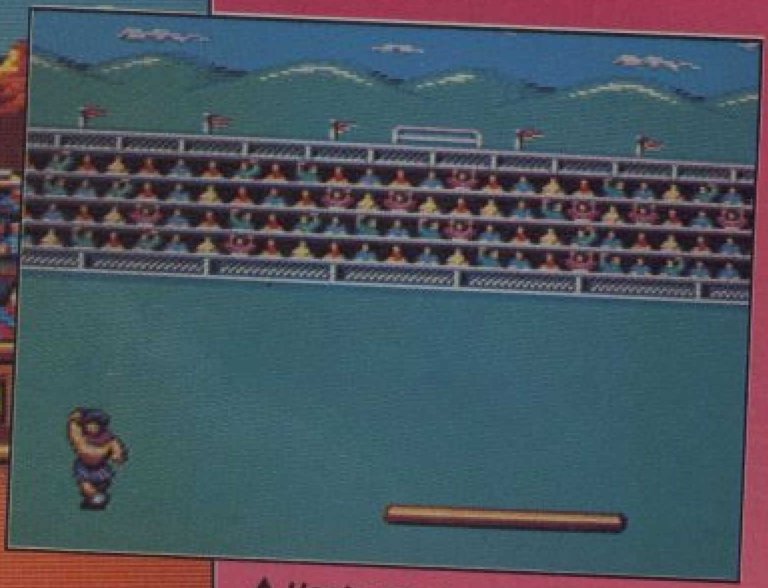
Battle Outrun bears a remarkable resemblance to Chase HQ, and while it's pretty good fun, there are a couple of things which I found annoying. First of all there's no indication of the distance between you and the criminal, so you're never quite sure how well you're doing. The other thing is that the game isn't particularly difficult. It doesn't take too long to suss out the game and capture all eight criminals, and once you've done that the game's appeal wanes. On the positive side, Battle Outrun has plenty of action, great graphics and a choice of soundtracks and that's enough to keep most racing fans happy. But if you want my honest opinion, I'd wait and see what Sega's forthcoming official conversion of Chase HQ is like before buying this - we'll be reviewing it next month!

JULIAN RIGNALL

GRAPHICS	84%
SOUND	73%
VALUE	73%
PLAYABILITY	81%
OVERALL	**80%**



▲ *Phew! That shore wuz wun helluva tough steer!*



▲ *Hoots mon!*

WORLD GAMES

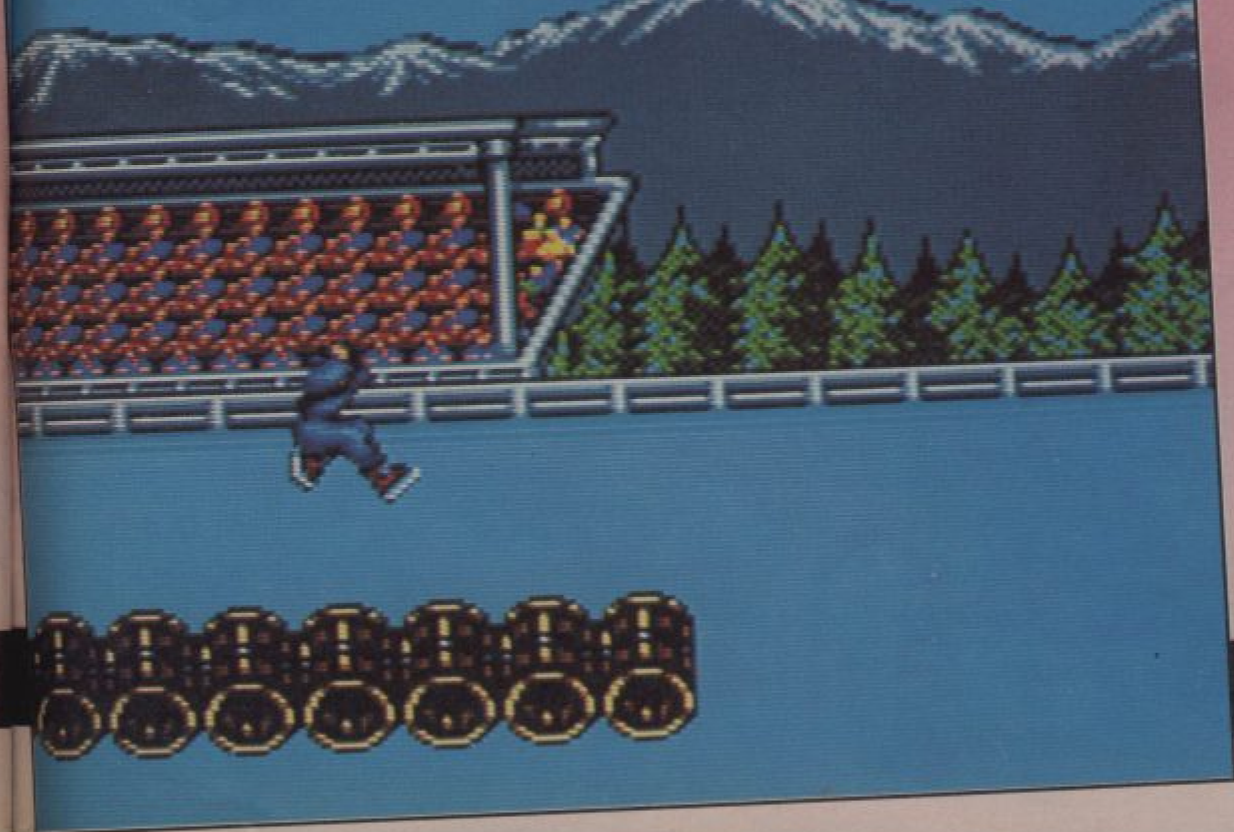
BY SEGA

This sequel to the smash hit number one, California Games, has four new events for up to four international players to tackle.

First of all the players choose which country to represent, and then they elect to either compete or practice in all or some of the events.

The events are: barrel jump (skate along then jump over a selected number of barrels without falling over), log roll (try to stay upright on your river-floating log and topple the opponent), bull riding (ride a bonkers bull for as long as possible) and caber toss (chuck a telegraph pole as far as possible). At the end of the competition, points for each event are totalled and an overall placings table is displayed.

▼ *This game's hardly a "barrel" of laughs.*



SEGA
£24.95

California Games is one of my favourite games, so when this sequel came into the office I rushed over to the Sega, slapped in the cartridge... and was very disappointed indeed! The graphics and sound are great, with plenty of colourful backgrounds and excellent sprites, but when it actually comes down to playing the events themselves, there's really not much to them. Caber toss, log rolling and barrel jumping are all very simple indeed, and require hardly any skill to master. The only event that comes anywhere near the quality of the ones in California Games is bull riding, which is great fun - and tough too! But that doesn't save this package from being one of the biggest Sega disappointments ever. There's simply not enough entertainment to justify the price tag.

JULIAN RIGNALL

GRAPHICS	83%
SOUND	79%
VALUE	44%
PLAYABILITY	57%
OVERALL	**51%**

MEAN MACHINES



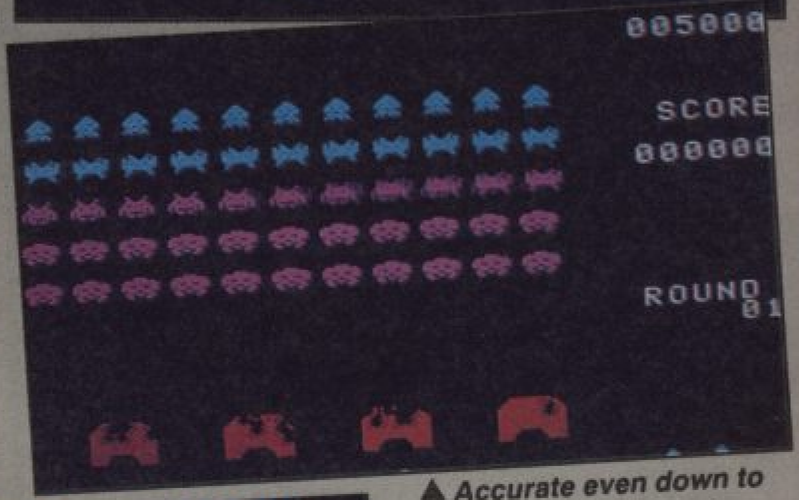
▲ *The revamped version...*

SPACE INVADERS PLUS

BY TAITO

▼ *... and the original.*





▲ *Accurate even down to the screen colours!*

If you were one of the brave few who cut their video gaming teeth on the very first shoot 'em up video game back in '79, you should find Taito's conversion of their own Original brings back a few wistful memories.

In this day and age, though, it would be presumptuous of Taito to expect a game of Space Invaders (even this absolutely spot-on conversion) to sell in a market full of shoot 'em ups like Gunhed. So, the cartridge also carries a heavily souped-up version of the game with prettier graphics, extra weapons, but fundamentally the same gameplay (which I hope I can assume you'll be familiar with).

In the new version ("Space Invaders Plus") the laser base has been replaced with a tank or a spacecraft, and shooting the mother ship which occasionally scoots across the top of the screen releases one of a bizarre range of extra weapons, from homing beams to a sort of windscreen-wiper laser. The invaders remain much the same as ever, marching back and forth across the screen in strict formation, though some of the more advanced ones have learned to shoot diagonally, demanding some nifty dodging on your part.

▼ *The last alien, still causing trouble.*



PC ENGINE
£34.95

If there were a prize for "Most Astoundingly Accurate PC Engine Coin-Op Conversion", this would undoubtedly win, though with an arcade original as unsophisticated as Space Invaders, perhaps that's not surprising. Mind you this really is a perfect conversion, right from the sound effects down to the invaders fiddling with the lettering on the attract screen and the colours on the game screen simulating the coloured strips of transparent plastic. Nostalgia value aside, the straight conversion isn't worth much as a game, but the updated version is, surprisingly, quite addictive. This fact is probably down to the pretty graphics (the spacescape backdrops are superb) and the gameplay which is livened up no end by those weirdo weapons. Even if you weren't there in '79, Space Invaders is a bit more than a trip down Memory Lane.

PAUL GLANCEY

GRAPHICS	85%
SOUND	75%
VALUE	70%
PLAYABILITY	76%
OVERALL	**75%**



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MEAN MACHINES

CURSE



▲ *Phew! Loadsasprites!*

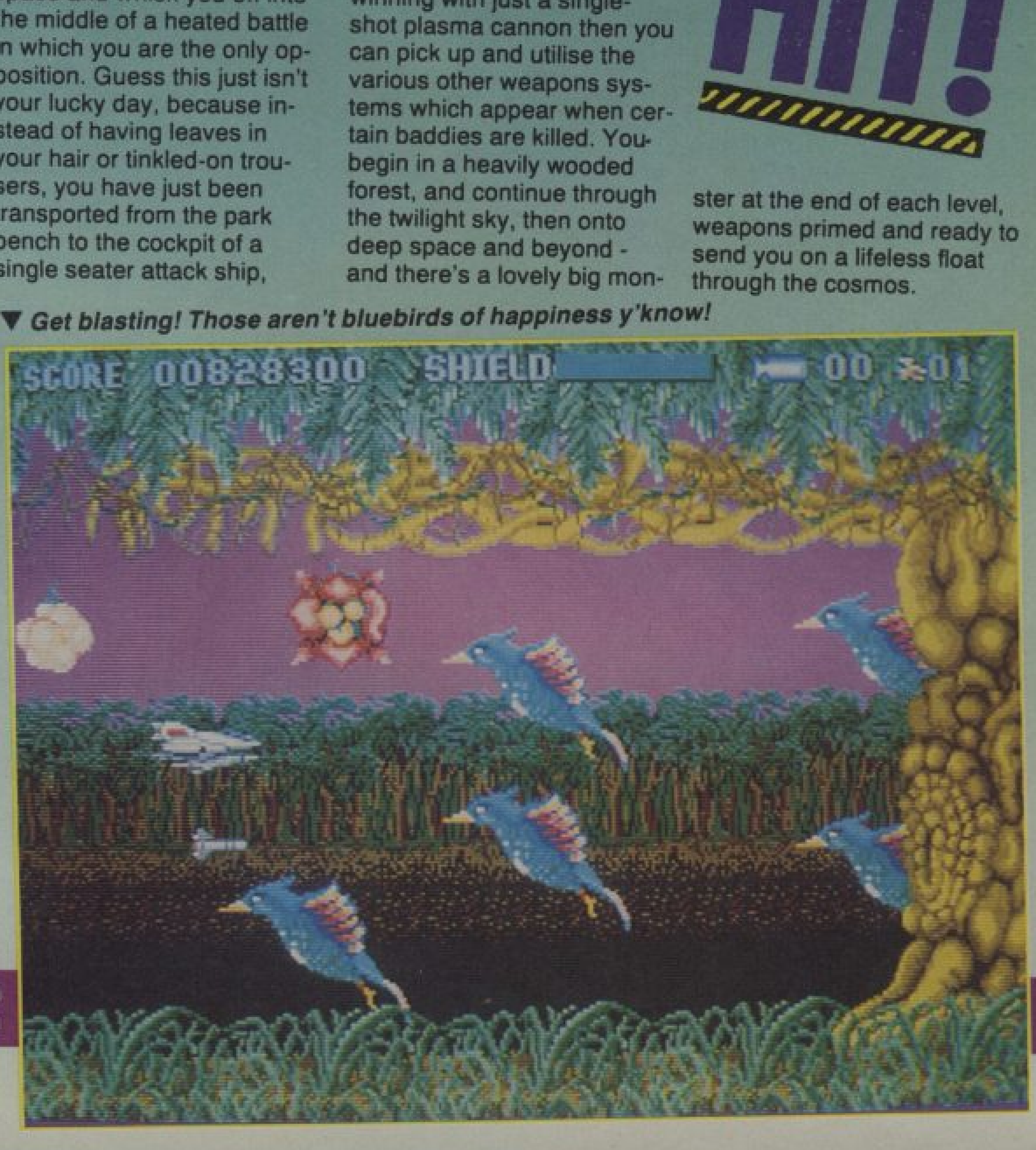
BY MICRONET

Sitting in the park can be hazardous these days. Trees could blow over onto you, dogs could wee up your leg, or strange alien beings could appear from outer space and whisk you off into the middle of a heated battle in which you are the only opposition. Guess this just isn't your lucky day, because instead of having leaves in your hair or tinkled-on trousers, you have just been transported from the park bench to the cockpit of a single seater attack ship, screaming towards the oncoming alien hordes. Curses.

Level upon level of fast-action blasting awaits the lucky Curse player. Enemy ships appear in swarms, just waiting to be disposed of, and if you don't feel too confident of winning with just a single-shot plasma cannon then you can pick up and utilise the various other weapons systems which appear when certain baddies are killed. You begin in a heavily wooded forest, and continue through the twilight sky, then onto deep space and beyond - and there's a lovely big monster at the end of each level, weapons primed and ready to send you on a lifeless float through the cosmos.

C+VG HIT!

▼ *Get blasting! Those aren't bluebirds of happiness y'know!*



MEGADRIVE
£31.90

Tough, no-nonsense horizontally scrolling death and destruction is the name of this particular game. At first, it seems as though you're out for a nice, relaxing plod through the woods, but then the scene switches to an ultra-fast killing spree which is so speedy that you can almost feel the G-Forces! It's a really tough battle, and there are so many enemy sprites on screen at one time that you'll think you're in a gamer's heaven. Even though the idea is so overused that it's in desperate need of lubrication, everyone likes a good, old fashioned and, above all, enjoyable shoot 'em up, and Curse is exactly that. A must for Megadrive blaster-masters who like a shoot 'em up with a bit of meat on its bones.

PAUL RAND

GRAPHICS	86%
SOUND	82%
VALUE	87%
PLAYABILITY	84%
OVERALL	**85%**



▲ *It's in! A tremendous field goal for Houston!*

SUPER REAL BASKETBALL

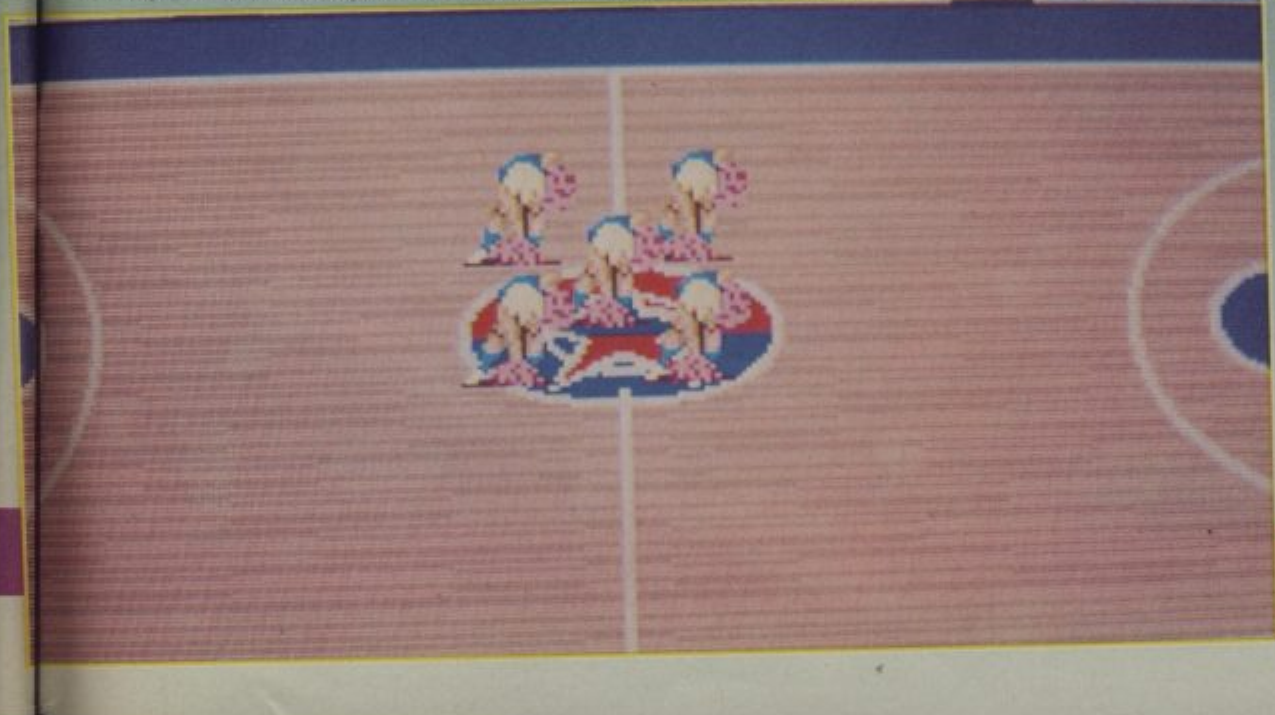
BY SEGA

Just when you thought it was safe to forget all about slam-dunking, another basketball game shows its face.

After the statutory options screens, the player is treated to a 3D horizontally scrolling view of the basketball court. The object of the game is to score as many baskets as possible against the opposition before the end of the fourth quarter. Each quarter lasts around five minutes, and at half time you're treated to a spot of dancing by the local cheerleaders. On going for a basket, the view switches to a full-screen close up of the action, where you must judge when to stop the movement of your player in order to stuff the ball through the hoop.

Sometimes the opposition guard the basket, which obviously makes things more difficult, but if you find yourself on the losing side half-way through, you can always call a time-out and alter your tactics!

▼ *The cheerleaders provide the entertainment at half-time.*



MEGADRIVE
£33.90

There are umpteen basketball games doing the rounds on most consoles, but I believe that what we have in Super Real Basketball is the best of its kind, both aesthetically and in gameplay. The player sprites really are something else, perfectly formed and superbly animated, and they rush around that court as if there were no tomorrow! And then there's the full-screen animation views, which are unbelievable! There's almost half a dozen of them, and as well as adding even more to the look of the game, having to actually interact on these screens gives them a real purpose. A wealth of options on the front-end lets the player fine tune the game to meet his particular skills, and there's a host of charming little touches throughout, such as the dancing girls at half-time and the cheerleaders who burst onto the scene when someone scores. Super Real Basketball is just that - a realistic simulation of a fast moving ballsport, and one which I can heartily recommend to all arcade sports fans.

PAUL RAND

GRAPHICS	93%
SOUND	87%
VALUE	89%
PLAYABILITY	90%
OVERALL	**89%**

C+VG HIT!

MEAN MACHINES

NEW ZEALA

BY TAITO

Tiki is a little yellow kiwi, who lives with his kiwi chums in a New Zealand zoo. At least, he did until big, bad Bluey the walrus broke out of his enclosure, shoved the kiwis into a big sack and made off into the hills with them, intent on flogging them off to unscrupulous pet shop owners. Tiki escaped by a whisker, and made it his business to go off in search of his imprisoned pals before they end up in horrible, cramped cages.

But the task isn't as easy as he first imagined. There are twenty stages to negotiate before young Tiki reaches his friends, and each level is jam-packed with Bluey's cronies. What's





▼ A rubber-clad Tiki gobs those teddies out of the sky.



PC ENGINE
£32.90

This is a cracking conversion which will more than please fans of the coin-op and cute platform games in general. The graphics are top-class, even though they tend to slow down when there's a lot on-screen, and colour is used liberally throughout. Sound is above average, but the tunes become irritating after a while because they're very high-pitched and squeaky. Playability-wise, it's difficult to find fault. All the levels and features of the original have been squeezed into the cart, making for fun, addictive gaming which will outlast a lot of other Engine titles, even after you've completed it.

OVERALL 90%

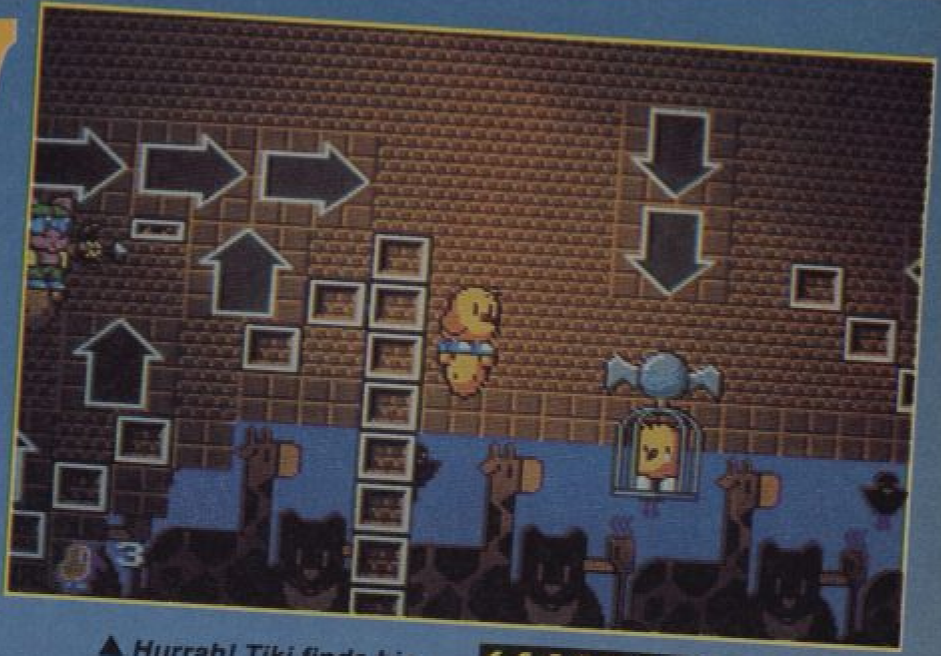
LAND STORY



worse is that, at the end of every fourth stage is a large guardian who will try everything to stop our feathered friend from reaching his goal. At the end of the game there's Bluey himself - and he's a bit more than a match for the chirpy chappie who hasn't been hatched for much more than a minute!

Help along the way comes in the form of bombs, laser guns, hover pads, hot air balloons and rubber geese (to get the flightless foul airborne).

◀ *Tiki rides a goose into a secret warp.*



▲ *Hurrah! Tiki finds his chum on level two.*

C+VG HIT!

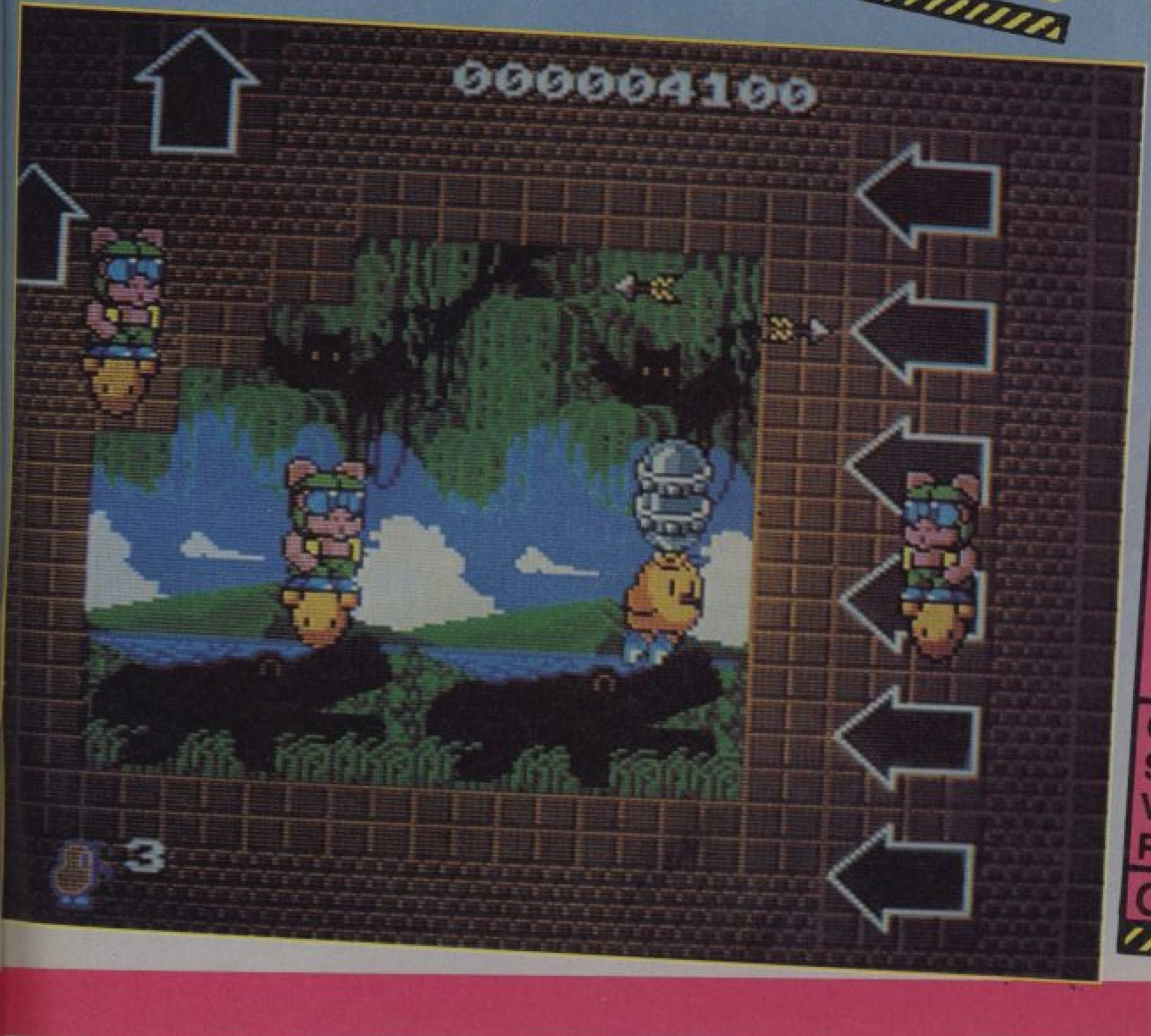
MEGADRIVE £33.90

The levels in the Megadrive conversion are different from, and slightly more difficult than the arcade game's, but it still oozes excellence, featuring cute and cuddly sprites, marvellous tunes and sound effects, and gameplay which you'll find hard to beat outside of an amusement arcade! The challenge to get through each level is immense, but you're aided along the way by a host of weird and wonderful items. Even so you'll find the going tough and demanding and it's a good job that there's a continue option built in. Everything has been included in this conversion - it even has level warps! It might not be to everyone's taste, but if you're the sort of person who craves brilliant arcade conversions, then do not ponder your next purchase a moment longer; get hold of a copy of New Zealand Story today!

PAUL RAND

GRAPHICS	93%
SOUND	94%
VALUE	92%
PLAYABILITY	95%
OVERALL	94%

▼ *Lucky that lead balloon is arrow-proof!*



MEAN MACHINES

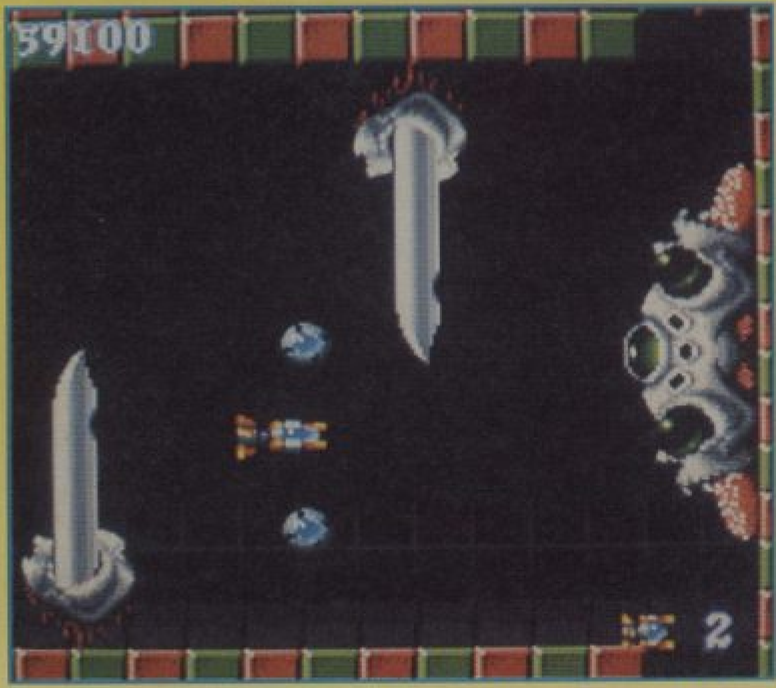
PARANOIA



▲ *The Evil Eye at the end of stage one.*

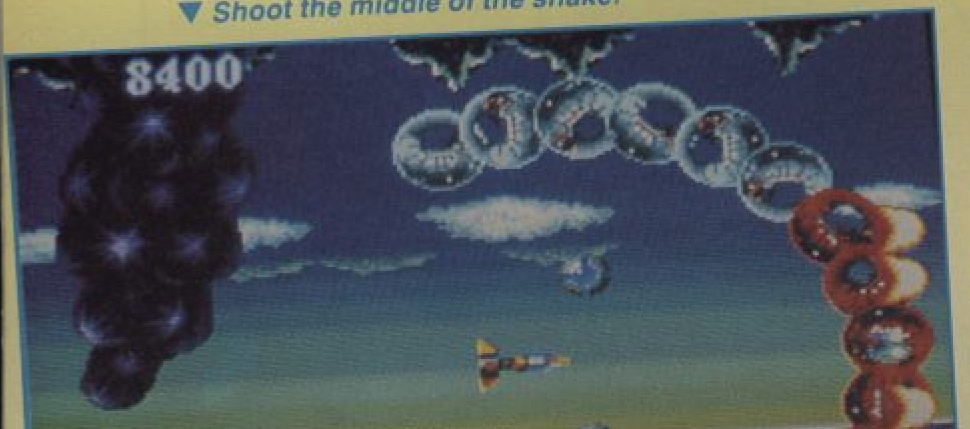
BY NAXAT

It's all very well setting out in your fighter craft to blast away at all and sundry, but you're not going to get very far if your spaceship's a bit poo. Such is the state of your vessel in this game, but at the moment you're riled enough not to care about trivialities like certain fiery death. You've heard that the boss of this planet has been spreading nasty rumours about your parentage and, paranoid fool that you are, you've decided to get your own back. This does however, put you into a sticky situation, because he happens to be the ruler of fourteen galactic systems and commander of several squadrons of deadly space beasties, all of whom are now on course to interceptand destroy you!



▲ *Yaiee! Dodge those blades.*

▼ *Shoot the middle of the snake!*



Your ship has three energy units, and if any of the boss-man's henchmen shoot or collide with your ship a unit is lost. Luckily there are a variety of power-ups to bolt onto your fighter, and these range from a pretty simple shield to massive death-beams and rotating drone craft. Grab all that you can because at the end of each level there's a supermean guardian, which spews out more bullets than you've had hot dinners.

PC ENGINE
£32.90

Producing a shoot 'em up which is tough enough to suit hardened blasters and yet still playable is always difficult, but Naxat have come very close to achieving this with Paranoia. Right from the beginning the bullets fly around the screen, keeping you right on your toes. But instead of the game becoming an unplayable drag, it's addictive enough to keep you coming back for more. It's not a fantastic looker, although the sprites and backdrops are more than adequately drawn and coloured, and there's some good, meaty tunes to keep you bopping through the levels. There are visually more exciting Engine shoot 'em ups available, but I would imagine that, because of its mix of difficulty and addictiveness, Paranoia could still be an oft-played game long after others have been completed and stowed in a cupboard.

PAUL RAND

GRAPHICS	76%
SOUND	88%
VALUE	84%
PLAYABILITY	83%

OVERALL 83%

ATOMIC ROBO KID



▲ Meet Kruk. He's not very nice.



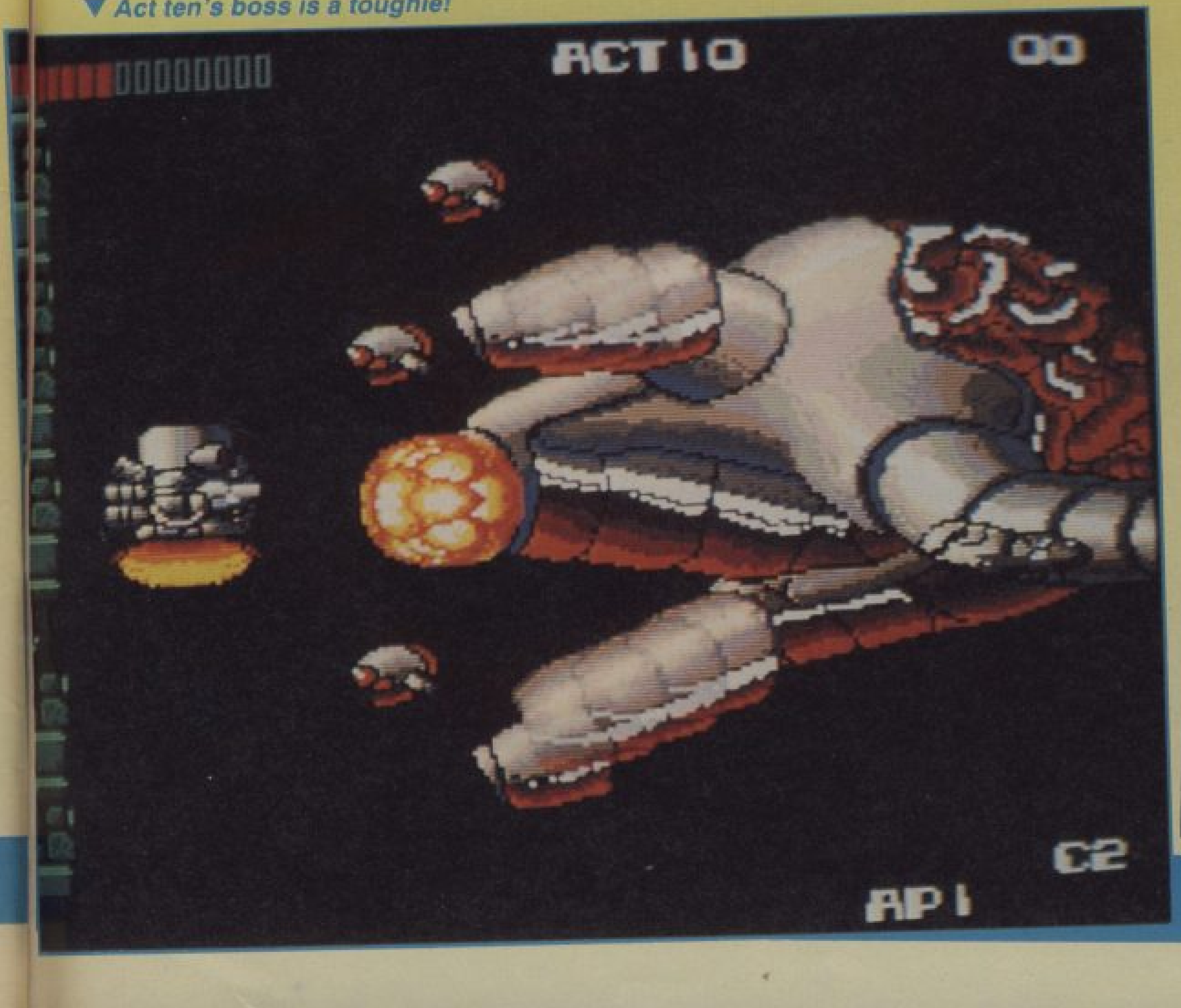
▲ Kid's no "fan" of this boss.

Atomic Robo Kid has just graduated from the Universal University of Space Combat and is on his first mission - to travel deep into enemy territory and destroy everything that gets in his way.

The metal matey starts with a fairly standard blaster, but if he shoots the right object it turns into one of four extra weapon icons - collect it and you either get atomic blasters, three-way atomic fire, atomic missiles or atomic lasers!

And these are all very helpful, because there's a load of baddies to blast - lots of little ones and a mini-guardian on each level, and a huge bigger-than-a-screen mega-guardian every fourth level that requires a load of hits before it explodes. But then, who says spaće combat is easy?

▼ Act ten's boss is a toughie!



PC ENGINE
£35.00

Atomic Robo Kid is one of the best-looking shoot 'em ups yet seen on the PC. Engine. The backdrops are colourful and beautifully designed, many of the sprites are superb, and the big (and I mean BIG) mega-guardians are superb - I've seen nothing like them since R-Type! The action is fast and furious - maybe a bit too easy on the lower levels - but later on (around level 14) things really start getting tough, with some tricky situations to guide Robo Kid through. The only annoying thing is that when you lose certain weapons on higher levels, it's incredibly difficult to carry on, but if you ignore that, Atomic Robo Kid is an extremely slick and polished blaster that should go down a bomb with any PC Engine shoot 'em up fan.

JULIAN RIGNALL

GRAPHICS	90%
SOUND	81%
VALUE	82%
PLAYABILITY	86%
OVERALL	83%

ITALY 1990

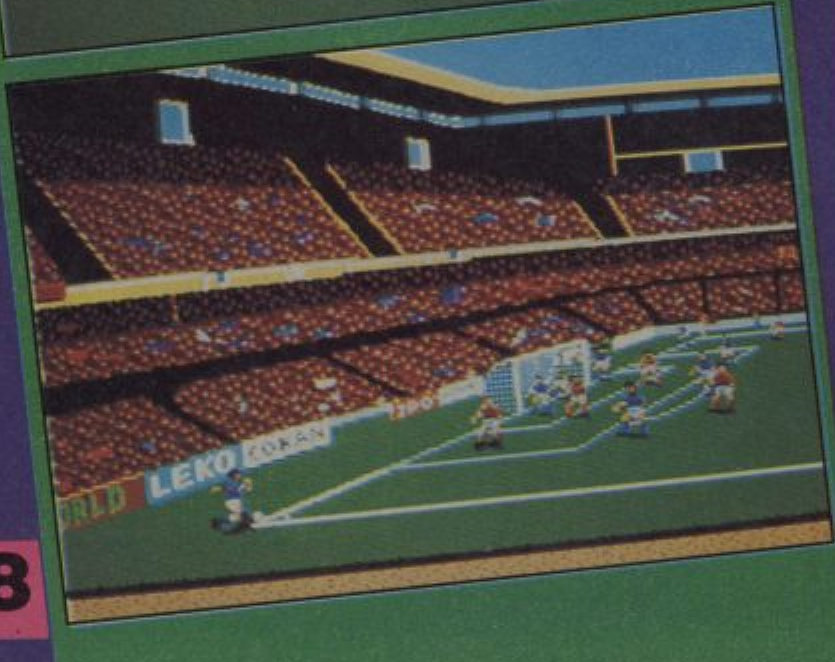
US GOLD

With the World Cup just around the corner, US Gold are soon releasing Italy 90, a complete simulation of this summer's forthcoming football festivities. The game is packed with ultra-accurate facts 'n' figures, has more menus than a big French restaurant and lets you choose any team that has qualified for the competition, be it crummy Cameroon or brillo Brazil. But all these options will be useless without decent gameplay - and that's what programmers Tiertex are implementing at the moment. We'll bring you a full review of the game when it finally arrives.

RELEASE: SPECTRUM AMSTRAD C64 ST AMIGA
PRICES: TBA







TIME SOLDIERS

ELECTROCOIN

Electrocoin are more at home in the cut-and-thrust world of coin-ops than in the computer games marketplace, but now they're launching a software label, the first product being this arcade license. Time Soldiers is a conversion of SNK's Ikari Warriors-alike, set across six time zones. One or two players step into the armour of Earth Commandos Yohan and Ben, who must rescue their five fellow soldiers and defeat the megalomaniac Gylend before he decides he's sick of playing and blows up the galaxy. What ensues is a vertically scrolling jaunt through time, from Prehistoric to the Future, with a range of extra armaments to pick up and use against Gylend's demons. Sounds fun, doesn't it? It looks quite nice, too so keep those peepers peeled for a review sometime in the near future.

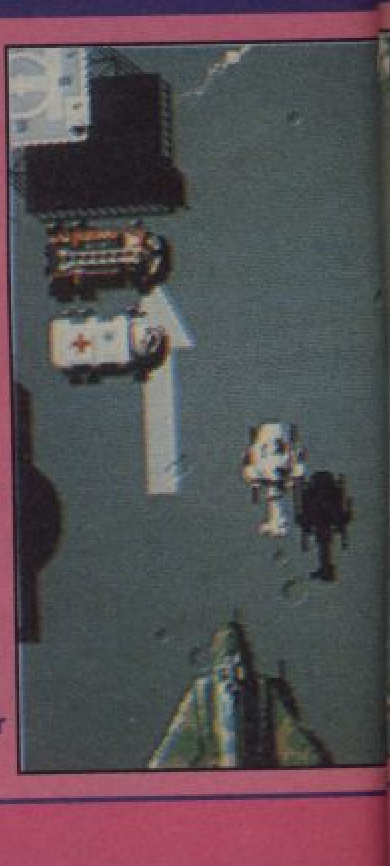
RELEASE: ST AMIGA C64, APRIL
PRICE: ST £19.99, AMIGA £24.99, C64 £9.99

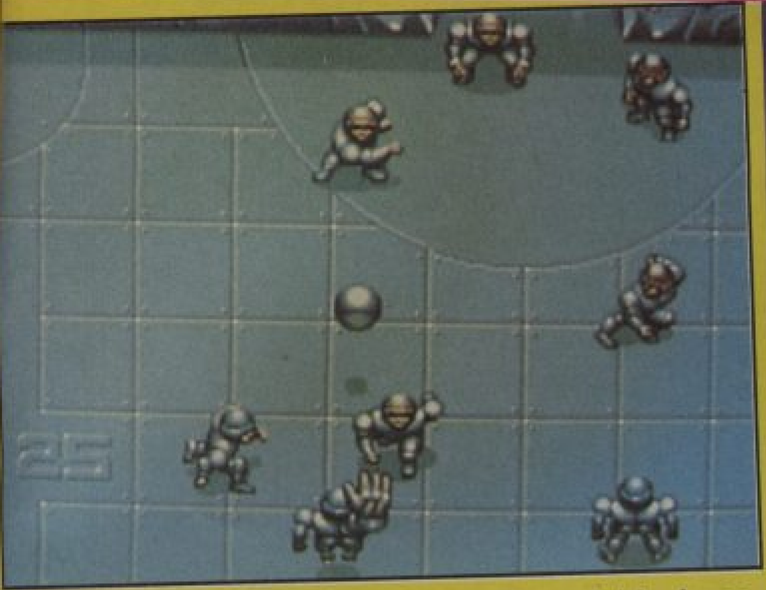


SILKWORM IV

SALES CURVE

What has happened to Silkworms II and III, that's what we want to know! But then again, after looking at the screenshots of the follow-up to one of the hottest horizontal scrollers of last year, we couldn't care less! As with the first one, Silkworm IV is a shoot 'em up in which one or two players control either a helicopter or jeep, as they storm





SPEEDBALL II

IMAGEWORKS

Sequels are the flavour of the month, and what better one to have than the follow-up to one of the most highly-acclaimed games of 1988? The Bitmap Brothers have stuffed a playing area more than twice the size of that found in Speedball into the sequel and the graphics have been totally revamped and re-animated so that the new characters look much harder than before. Add a large helping of management-style character interaction, a whacking great dollop of extra weaponry and other useful items and more than a tad of increasingly more difficult levels, and you're left with a game which has the potential to blast its classic prequel into oblivion. We'll tell you what the finished article turns out like when we review Speedball II in the next couple of months.

RELEASE: ST AMIGA PC, MAY
PRICE: ST AMIGA £19.99, PC £24.99

OPERATION STEALTH

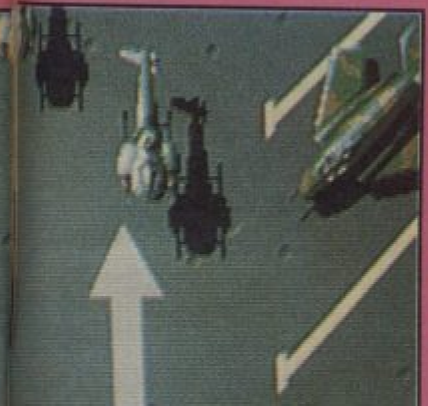
PALACE





One simply can't trust a world leader these days. General Manigua of Paragua has gone from being a mild-mannered, placid sort of chap to a drug-crazed dictator. His followers have nipped over to the US and half-inched one of the new Stealth bombers, and the Soviets have got wind of the whole shenanigans and are hot-footing it over to Paragua to claim the B2 for themselves. Which puts you, as CIA agent John Glames, in a somewhat sticky situation in the sequel to the respectable Future Wars. As you can see, the graphics have been pepped up a bit, and it's said that the operating system, which came in for a bit of criticism when we reviewed the first game, has also been tinkered with. Look out for the review after we've been over to Paragua, dodged and battled with a couple of Manigua's henchmen and liberated a copy of the game!

RELEASE: ST AMIGA, MID MAY
PRICE: £24.99



across the many levels of enemy-infested territory. Unlike the original Silkworm though, the sequel is a vertically scrolling game, and there's a lot more variety in the various stages. Not only that, but graphically the game is streets ahead of its forefather, with highly realistic sprites and atmospheric backdrops all round. We'll be reviewing the completed version next month, so there's something to look forward to!

RELEASE: AMIGA ST SPECTRUM C64 AMSTRAD, JULY
PRICE: TBA

RAILROAD TYCOON

MICROPROSE



Toot! Toot! What young 'un hasn't wanted to be a train driver at some time? You won't actually get to ride on the footplate, shoveling coal into the burner, but you will be able to build rail systems across the world in this new one from F-19 and Pirates! creator, Sid Meier. As with everything in life, you have to take the rough with the smooth, so as well as raking in all the dosh from your fantastic new invention, you'll also have to make some tough decisions along the way like how best to spend your resources and whether or not to take your rail route through an area of natural beauty, and you'll need the bottle to deal with such hazards as mining disasters.

RELEASE: PC, APRIL
PRICE: TBA

PROJECT X

MINDSCAPE

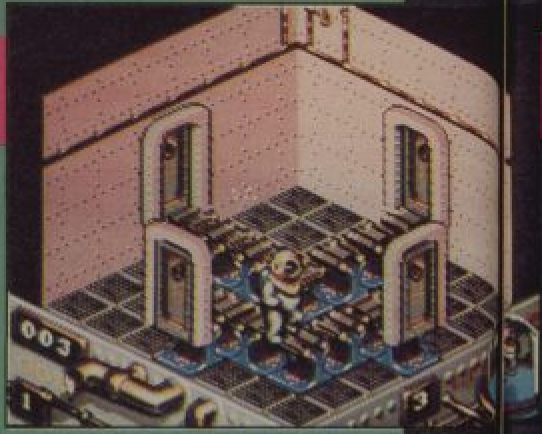
To be honest this game isn't really called Project X, but our preview is so ahead of time, even Mindscape haven't decided on a title yet! Ex-C64 classicist, Tony Crowther is the man behind Project X, which takes the form of a Dungeon Master-esque adventure through a labyrinth of puzzles and traps. Using a portable computer and a remote link, you have to get four robots through the maze to an objective, which varies from mission to mission. The robots have detachable body parts, so if one of your droids is a bit slow, drop into the hardware store and buy him a new pair of turbo-legs. Not surprisingly, the maze is teeming with all sorts of nasty monsters and patrolling robots, so it's wise to bolt on some laser-limbs too. Tony's got a long way to go before the game is finished, but already it looks like this will be his greatest work yet!

RELEASE: ST AMIGA PC, SEPTEMBER
PRICE: TBA (EITHER £24.99 OR £29.99)



TREASURE TRAP

ELECTRONIC ZOO



This underwater exploration business isn't as easy as Jacques Cousteau used to make out, and nobody knows that better than the be-suited hero of this game. He has to hunt around the wreck of The Esmeralda for bars of gold to top up his ailing bank balance, but he's found The Esmeralda's riches are guarded by various species of nasty fish and crustacean, which will nibble away at his air hoses as soon as look at him. The trick is to stay out of their way by jumping around the platforms and conveyor belts, or alternatively, release your pet piranha and let him eat you out of trouble. Emerald Software are programming the game, which will no doubt bring a few happy memories to lovers of Ultimate's Spectrum classics, Knight Lore and Alien 8.

RELEASE: ST AMIGA PC, OUT NOW
PRICE: £24.99

RESOLUTION 101

MILLENNIUM

From the programmers of Archipelagos comes this 3D wonderment, which casts you as a futuristic bounty hunter, out to rid your city of villains. Stalk the streets in your vehicle until you come across a hostile craft then BLAM! Zap it into a trillion smoking



SKID MARKS

MINDSCAPE

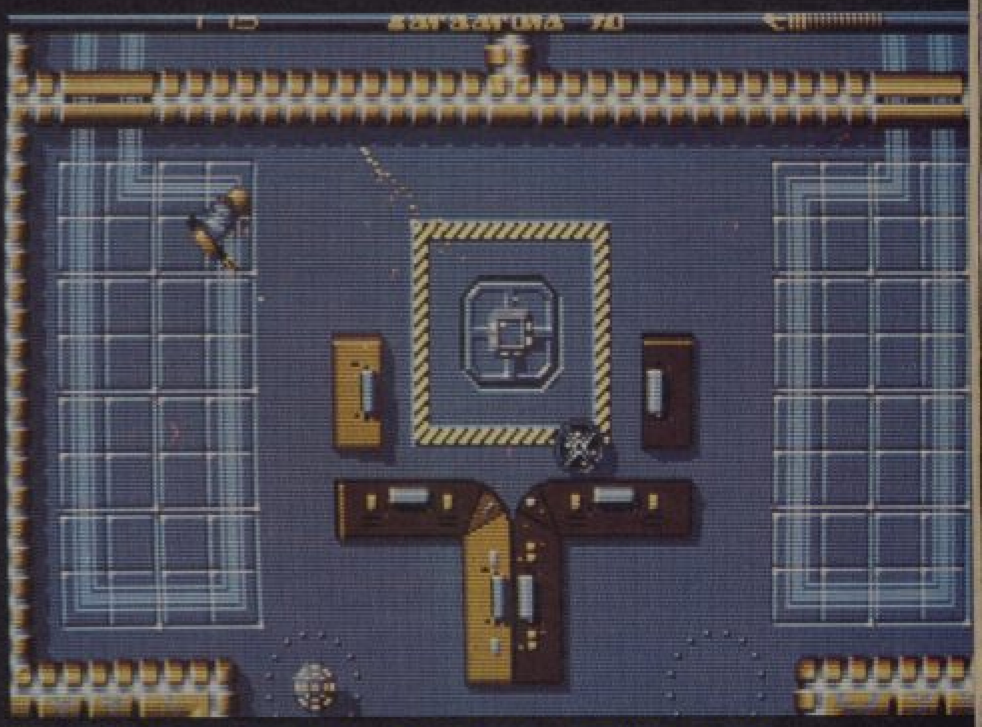
Another of Mindscape's up-and-coming gems is this superb stunt driving game, programmed by Distinctive Software (who produced, amongst other things, the Test Drive and Hardball series for Accolade). You can drive a choice of fast cars around a choice of tracks, made up of (amongst many other things) daredevil jumps, loop-the-loops, banked turns, skid pans and tunnels. And if you get bored with the default tracks, you can build your own with the track editor! You can also watch the action from a variety of camera viewpoints, and even use VCR-style controls to stop the action, rewind it, fast-forward and pan around or zoom in on say, the Ferrari Testarossa going ballistic as



PARADROID '90

HEWSON

Crikey! After what seems like donkey's years of waiting, at last we've got a screenshot of Andrew Braybrook's 16 bit conversion of arguably one of the most addictive C64 games ever. Paradroid '90 puts you into the spherical frame of an influence droid on a mission to close down all the rogue robots on five malfunctioning space stations. Anyone who has played the 64 version of Paradroid will know that, despite its simplicity, the game is so maddeningly addictive that you'll feel as though someone has squirted Superglue all over your seat - and the 16 bit game promises to be even better! Just one look at the screenshot shows how much work has gone into Paradroid '90 and, if Andrew's past successes are anything to go by (just think about C64 Uridium and 16 bit Rainbow Islands!), this latest one should be as hot as an oven on gas mark 34! Look out for the review just as soon as we get our hands on the finished item.



RELEASE: ST AMIGA, SUMMER PRICE: TBA

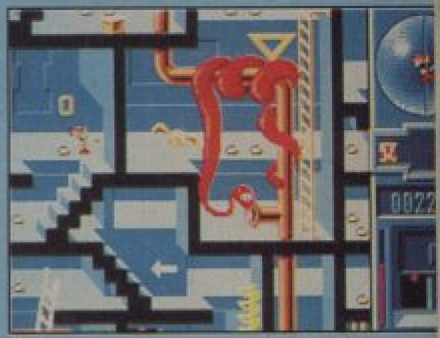


bits! As you earn more cash, drop into your friendly neighbourhood armament shop and pick up some mighty weapons, or extra sensory equipment, or even buy a whole new vehicle. We've seen a demo of Resolution 101, and it looks plenty good. The review in the very next C+VG will reveal all.
RELEASE: ST AMIGA PC, SPRING
PRICES: ST AMIGA £24.99, PC £29.99

THE TOYOTTES

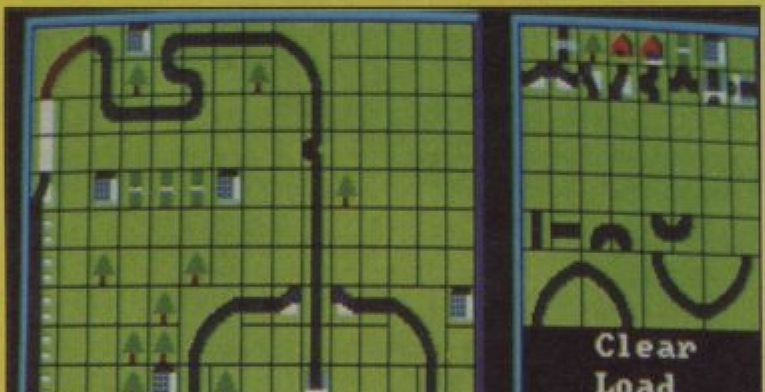
INFOGRAMES

Trust those garcons from across the Channel to come up with a game design which can only be described as... unusual. The Toyottes are a race of small purple rats, one of the few surviving strains of life left after the Holocaust. Their King, Claudius Rapedadedilapoulos IV, apart from having an unbelievably silly name, has lost his biffy son, Barnaby, and has appointed you, brave soldier Cyprian, to enter the underground labyrinth and track down young Barns. This inane storyline paves the way for a 3D romp through a world which, looking at the screenshot, smacks of a 3D version of Snakes and Ladders, but with no dice to roll and loads of baddies to kill! Look out for the forthcoming review, folks.
RELEASE: ST AMIGA PC, MAY
PRICE: TBA





it leaves the loop-the-loop at an unusual angle. The blood-thirsty, ambulance-chasing, smash-up fans in the C+VG office just can't wait to play the finished game, because it really looks like it'll make even Hard Drivin' look comparatively soft and floppy!
RELEASE: ST AMIGA SEPTEMBER 30TH, PC JUNE
PRICE: ST AMIGA £24.99, PC £29.99





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action sequences put you in control of Elliot Ness's elite squad of crime-busters.

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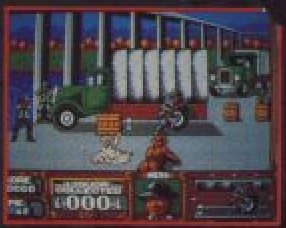
ROOFTOP DUEL

as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!

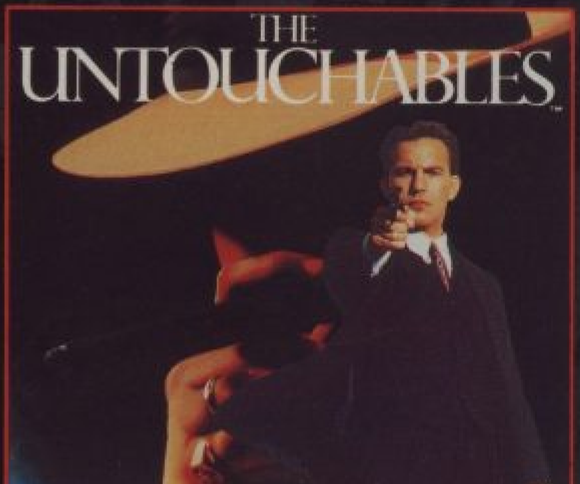












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